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MEAN MACHINES SEGA
EXCLUSIVE
WWF: RAGE IN A CAGE!
SONIC 3
THE FULL STORY ON THE BIGGEST MEGADRIVE GAME EVER!
ETERNAL CHAMPIONS REVIEWED!
IS IT A STREETFIGHTER BEATER?
MEGADRIVE
ETERNAL CHAMPIONS
GREATEST HEAVYWEIGHTS
MUTANT LEAGUE HOCKEY
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Bumping into an angry Apache can be a hair raising experience. Especially when the Apache in question is $7 million-worth of prime Yanky Gunship. And it's on the warpath...

You're at the controls. Facing 24 all-action missions, this gameplay's so tough it'll leave you sweating like a crazy horse. You'll need razor reflexes, a Top Gun's flying skills and ice cool judgement to do the business in 4 packed theatres of war.

Gunship. *The only thing this Apache don't carry is a tomahawk.*

WITH AN APACHE!"



NOW ON MEGA DRIVE-
THE ALL ACTION GUNSHIP.
STRAP YOURSELF INTO YOUR ASS KICKING WAR BIRD
AND GRAB YOURSELF SOME SCALPS!

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COVER STORY



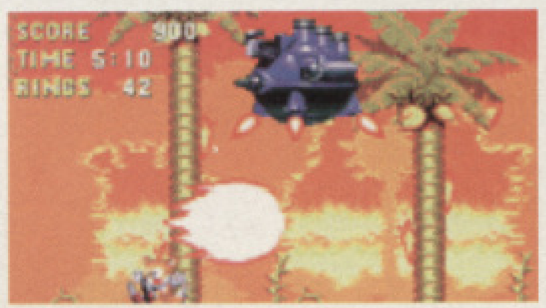




SONIC 3

Quite remarkable, MEAN MACHINES SEGA does it again - brings you the biggest story around miles before anyone else gets a whiff of it with all the cool of an ice-cube with no clothes on. Yes folks, the spiky blue fiend is back again for his third magical platform adventure and those of you saddies who thought it was going to be more of the same shut your faces this instant and turn to our EXCLUSIVE six-page mega-preview on **PAGE 28** for the full facts in all their Technicolour glory.







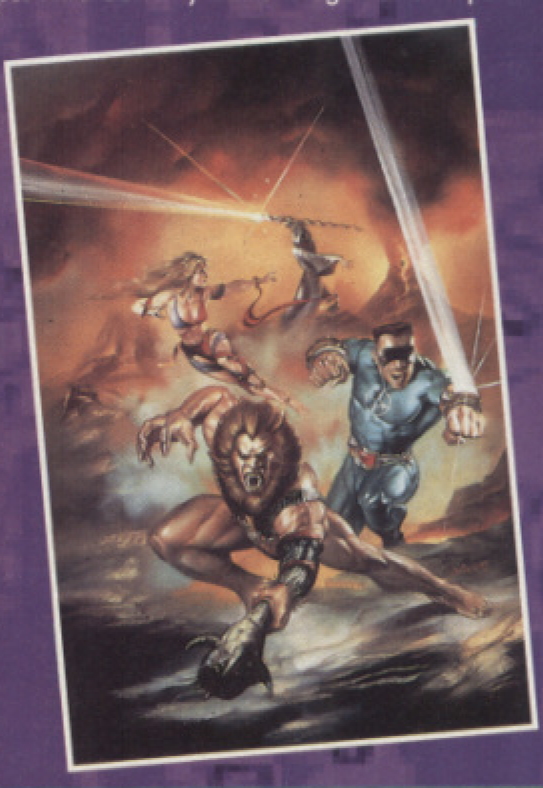
REVIEWS

MEGADRIVE

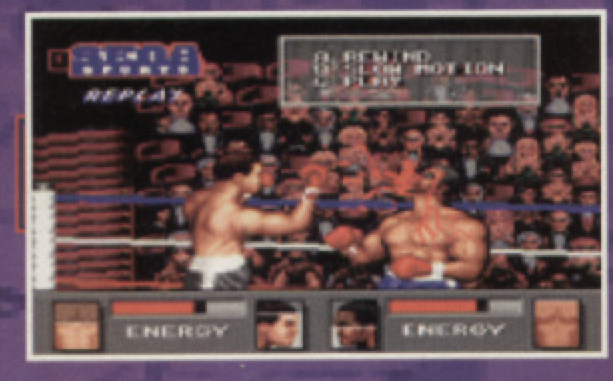




We've had Streetfighter clones by the sackful but this mega creation from Sega is the only one which comes close to the same level of genius of the beat 'em up to beat all beat 'em ups. Find out why in our huge review spesh.







EXCLUSIVE!

US Gold finally let us take a peak at one of its biggest launches of the year. Did it take us to the heights of ecstasy or leave us cold? All is revealed in our comprehensive review.

MASTER SYSTEM



TENTS

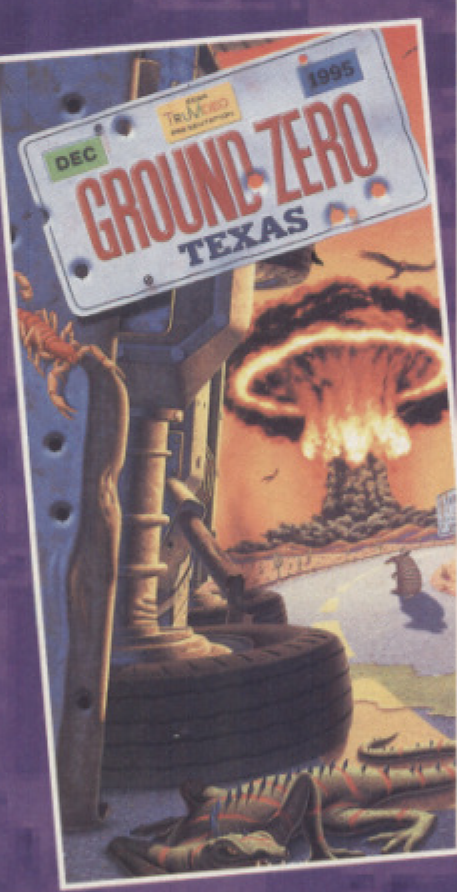


MEGA-CD



FEATURES





PREVIEWS



REGULARS





WHODUNNIT

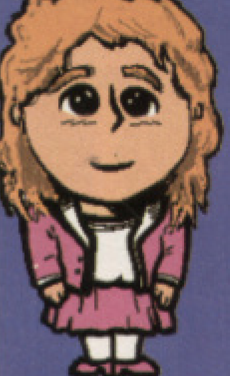
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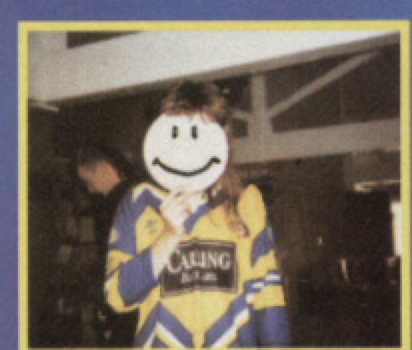
THE LAST GASP
This is mine, this tiny strip. The one place I can put me feet up, look at the mag and say, "I did that". It's quiet down here, isn't it? Not stuck on all these preview pages, with garish colours and spaceships flying in from all directions. No, you can have a breather down here...



Happy new year one and all from everybody at MEAN MACHINES SEGA! I trust you're all stuffed to bursting. Thank goodness we won't have to see any turkeys again for the next year — there's just no way you can take a creature seriously when all it does is gobble all day. This is Lucy here by the way, Rich has locked himself in a cupboard with a new project for the last month and steadfastly refuses to come out. So it's up to me to tell you what I'm sure you already know — MEAN MACHINES is going to start the new year as it means to go on — giving you an unsurpassable standard of excellence in all things Sega. I have the feeling there are going to be some big changes on the games front this year what with the possible emergence of the Saturn and maybe even some really decent games for the Mega-CD! Either way if it's there we'll be covering it — bigger, better and before anyone else.

LUCY HICKMAN

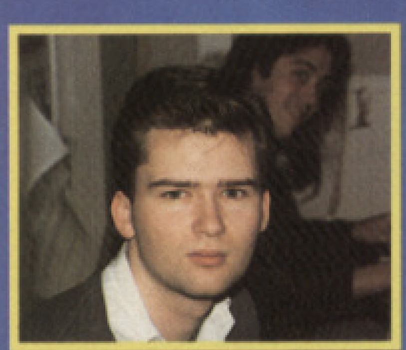
THE TEAM



JULIAN RIGNALL

Okay, we're going to let you into a little secret here. The fact is, Julian Rignall, over esteemed Man Ed is actually Elvis but he daren't do with his mouth what he does best at these jolly Karaoke bashes just in case anyone realises. Also, if he opened his mouth too wide, his surgically created new face might crack half way through. Now remember, that's a solemn secret known only by you and about 500,000 other readers so don't tell anyone, okay?

CURRENT FAVE GAMES:Super Streetfighter II, Monkey Island.



RICHARD 'MIME' LEADBETTER

Rich doesn't strike the crew as someone who would enjoy grabbing a cheap mike, grinning inanely and whooping tunelessly. "I leave that sort of thing to the Shamen," he confides. However, Rich's strange disappearance from Chez MEAN MACHINES leads us to suspect he's auditioning as Gary Barlow's replacement in Take That. Rich is currently UN-available.

CURRENT FAVE GAMES:Dracula Unleashed, Streetfighter II SCE.



LUCY 'WELLIES' HICKMAN

"Once and only once," recalls Lucy, "Have I got involved in Karaoke, and only because I was in a 'high-spirited state'". However, the song list wasn't up to much. "They wanted me to do Whitney's 'I wanna dance with somebody', but I wouldn't so much as barfed on the guys there, let alone boogied with them". In the end, she did a full-blooded rendition of 'Kinky Boots'. Draw your own conclusions. Lucy is available for a remake of the Avengers.

CURRENT FAVE GAMES:Castlevania, Mean Bean Machine.

THEY'LL TELL YOU ANYTHING

Mothers eh? We love 'em to bits but don't they tell you some crap when you're a kid — it's no wonder we don't all grow up completely warped and terrified of our own shadows. Here's a list of some of the most intruiging ones although feel free to send in some of your own (if possible, with an illustration):

1. Don't pick your nose or your brain will cave in
2. Don't sit on anything cold or anything hot or you'll get piles.
3. Don't have a bath just after eating otherwise your stomach will swell up and burst and you'll have a heart attack and drown and die...
4. Don't go outside with wet hair or you'll catch pneumonia.
5. Don't pick dandelions or you'll wet the bed.
6. Don't pull funny faces cos if the wind changes you'll stick like that.
7. Coloured toilet paper gives



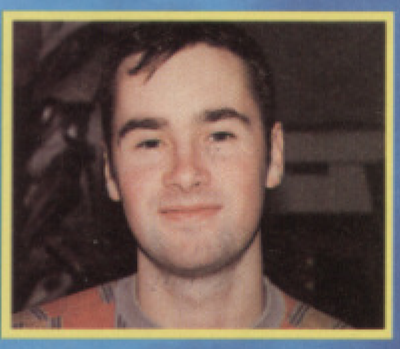
Karaoke — wailing from the depths of Hell. The Editorial team talk frankly about past musical mayhem.



OZ 'WELSH ELVIS' BROWNE

Oz is normally a shy soul in public, but when he gets spirited, he's prone to reach for the mike. On one occasion he got into a tricky tonsil situation when performing Tom Jones' version of 'Kiss'. "Of course, it's the kind of song you have to do as a duet," he added wryly, in this case someone from Accounts called Jo. Farringdon's answer to Peters and Lee caused an uproar when they started adding actions to the lyrics. Oz is available for cabaret.

CURRENT FAVE GAMES:Streetfighter II, Sonic CD



ANGUS 'DIVA' SWAN

"My problem is tackling songs I can't handle," confides Gus, who does fancy himself as a bit of a performer. "While everyone else is doing 'Two Little Boys' by Rolf Harris, or 'So here it is, Merry Christmas', by Slade, I'm attempting to do the entire top 40, whilst drinking a glass of lemonade. Gus met his match while doing an Annie Lennox impersonation on 'There must be an Angel', needing throat surgery after doing the wobbly bits. Gus is available for Don Giovanni.

CURRENT FAVE GAMES:Monkey Island, Double Switch, Castlevania



CLAIRE 'GROUPIE' COULTHARD

Claire flatly denies ever having done Karaoke. However, she makes an even more alarming admission — she finds the tuneless pub singing a turn on! "When someone picks up the mike, I'm at the front, swaying and clapping and pouting. Then I wait for them outside afterwards, with my autograph book". The besotted designer says that the Karaoke version of 'New York, New York' sends shivers down her spine. Quite. Claire's available for stars arriving at Heathrow.

CURRENT FAVE GAMES:Monkey Island, WWF CD.

you cancer of the bum!
8. Eating your crusts gives you curly hair.
9. Telling lies gives you ulcers on your tongue.
10. Something makes you go blind though I can't quite remember what...

THE PRICE IS RIGHT!

Right. It's not often we mention other magazines. We've no need. But have you ever noticed the desperation tactics they use to get the most measly items in their mags. We thought we'd imagine what it takes to get their star treatment.

A COVER.
Two packets of Cheese and Onion crisps. (Smoky bacon if they are really holding out).

A DECENT GAME TO REVIEW.
Their Granny (or any other suitable living relative).

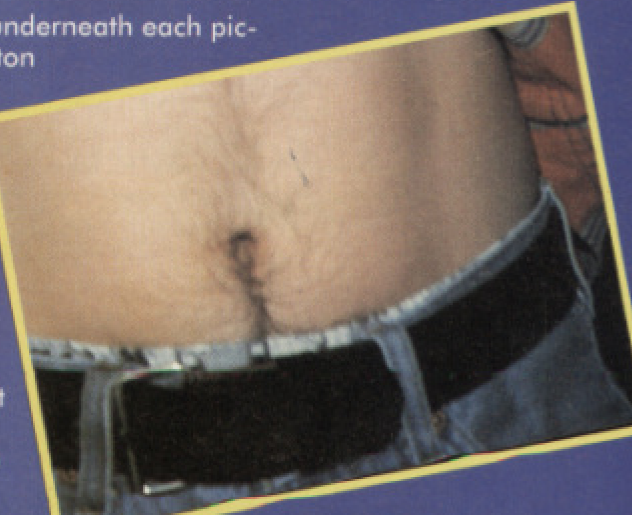
A SCREENSHOT OF A GAME MEAN MACHINES PREVIEWED MONTHS AGO.
A kidney. Left or right.

AN EXCLUSIVE
The immortal souls of the entire Editorial team as a package deal.

A HIGH REVIEW RATING
The drop of a hat.

NAVEL COMMAND

Belly buttons are the most intelligent creatures ever. In fact, Plato's great philosophies sprang from his navel. Discuss. That is of course complete poppycock but you have to admit belly buttons are fairly fascinating things — there are so many things you can do with them! You can use them as a larder for the crafty midnight feast and store enough fluff in them to knit woolly hats for an entire football team. Our esteemed publisher suggested they were erotic but when asked what he'd been poking in his he just went red and beat a hasty retreat. I suppose, theoretically you could yank your navel out and have a sprot around amongst your intestines, but there's a strong possibility that all you innards would fall out which wouldn't really be very tasteful, so don't try this at home kids! Anyway, since it's Christmas time we thought we'd have a bit of a giveaway. Check out the splendiferous bellybuttons below, write down underneath each picture which belly button belongs to which member of the MEAN MACHINES crew slap the answers and your name and address in an envelope and send it to: MY BELLY BURSTS WITH DELIGHT COMPO at the usual address and you could win a game!







Winter
OLYMPICS

This Winter's hottest game.



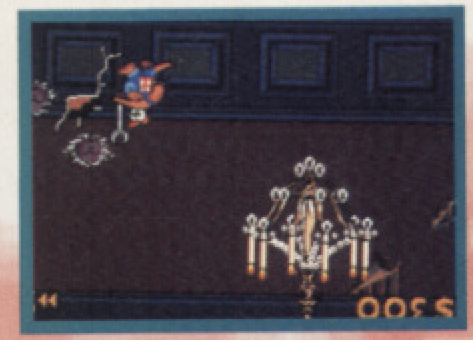
E AGE
AVAILABLE ON:
SEGA MEGA DRIVE,
MASTER SYSTEM, GAME GEAR,
NINTENDO S.NES, AMIGA, PC
AND PC CD-ROM.
0:45:08 096.63 kph
Hot on the heels of one monster hit comes another...
If you thought the jurassic dinosaurs had bite, just wait 'til you clamp on your skis and tackle the biggest, blackest slopes on the mountain.
Winter Olympics is the most heart–pounding, knee–trembling sports sim you've ever had the courage to face.
And it's going to wipe out everything in its path. You're up against the world's greatest winter sportsmen in a race of mammoth speeds. Competing in ten spectacular snow–capped events, you'll need every last ounce of strength, skill and staying power to beat the rest and tame the piste.
Breathe deep...muster your reserves... focus yourself ... then **GO GO GO FOR GOLD !**
Just remember one thing: never look back.
Winter Olympics. It's hot.
Screen shots from a selection of available formats (see above)
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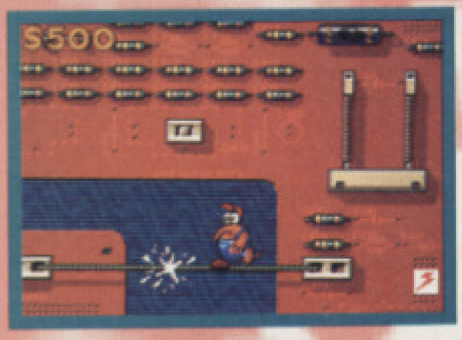
MINIATURE AARDVARK TV REPAIRMEN



- NEW GAME
- BY CODEMASTERS
- MEGADRIVE

Smaartvark, in case you couldn't tell from the title, is a Code Masters Megadrive game starring an aardvark-shaped TV repairman who uses the unorthodox method of shrinking himself down before climbing inside your broken telly to fix it.
A bit bizarre, eh? But then the TV repairman bit gives Codies licence (TV licence perhaps?) to pit the snouty hero against platforms full of warped TV-type characters, sucking them up his schnozz and blasting them out again. So don't be surprised if Smaarty runs into levels of B-movie monsters and stuff.
To further spice things up there's a two-player option which the Codies promise provides 'plenty of slapstick pranks'. You can look forward to all this in the autumn.





KOMBAT

- NEW GAME
- BY WILLIAMS
- COIN-OP

▼ *Side-splitting stuff this Mortal Kombat lark as Melina discovers!*



Already promising to be *the* biggest game of '94 is Mortal Kombat 2 and naturally enough, MEAN MACHINES SEGA brings you first details of a game where fighting's the name but death is a distinct possibility in all manner of 'intruiging' ways. Probe Software (programmers of the Megadrive prequel) are already working on the Mega-CD version which should be the first to hit the streets, as well as the Megadrive version which will follow fairly shortly afterwards.
Anyway down to business: the first thing to note is that there are more characters — at least 12 so far with a chance this time to play Reptile, the freak who kept popping up in Mortal 1 and also the old boss — Shang Tsung, complete with his ability to change his shape at will.
Sonya and Kano have been given the boot and have been replaced by even tougher fighters such as Barakas, a grotesque monster with enormous





WELCOME TO JURASSIC PARK

- NEW GAME
- BY SEGA
- MEGA-CD

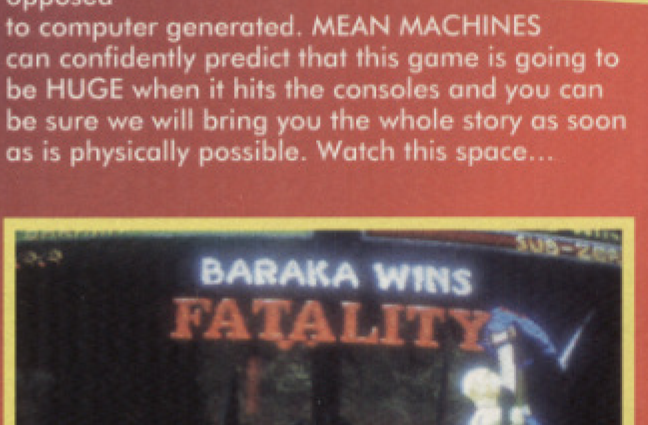
Did you know that Sega spent 10 million bucks creating their multimedia studios at Sega's American headquarters in Redwood City, California? That's a lot of Mars Bars, so they sure





RETURNS!

teeth and arms made of swords — his delightful death move involves stabbing his victims with his razor-sharp arms and lifting them up until the the life drains from them.
Then there's two attractive young ladies — Melina and Catina — one of whom finishes off her opponents with a kiss which promptly inflates them until they explode! Goro is supposedly dead, killed in the last episode but since on the title screen your faced with the message "Goro is dead. Or is he?" there's a fair chance he may make an appearance since the tournament includes a "mystery" opponent.
Probe are hoping to render the graphics exactly from the arcade version (pictured here) so that their Sega conversions are carbon copies of the coin-op. Yet again all the characters are digitised images of real people but this time the whole thing has been made in a proper film studio and the backgrounds are digitised too as opposed to computer generated. MEAN MACHINES can confidently predict that this game is going to be HUGE when it hits the consoles and you can be sure we will bring you the whole story as soon as is physically possible. Watch this space...

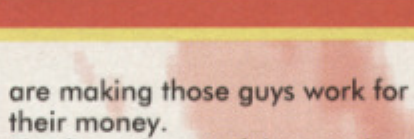


GAME GEAR WORKS WITH GEAR WORKS, GEAR GAME. WITH WORKS. ETC...

- NEW GAME
- BY SONY
- GAME-GEAR

Sliding onto the Game Gear soon is Sony's Gear Works, a puzzle game, which gives you a box of cogs with which you have to create a giant clockwork mechanism. The cogs are all different sizes, and you have to place them together correctly so that the gear teeth mesh together. Some gears only turn one way, and others keep sticking unless you give them a regular squirt of oil from your tool kit.
The mechanism is also infested with Poffins, evil machine-wrecking gremlins which can only be stopped with a bullet through the head from an elephant gun (also to be found in your clockmaker's toolbox).





are making those guys work for their money.
The first title out of there is the Mega-CD version of Jurassic Park, in which the programmers have actually tried to completely recreate the entire Isla Nublar Jurassic Park complex which the player can roam in complete 3D freedom, do battle with dinosaurs and manipulate objects.
The action is displayed in full-motion video and, being on CD, the sound is literally amazing. QSound Virtual Audio returns to convey a completely realistic stereo sound picture. The gameplay wasn't quite there on the version we saw, so we'll have to leave you in suspense over that one... at least until a couple of issues time, when we'll be giving the reviewing-style once over to this potential blockbuster.



▲ *Darling, this rhubarb is getting beyond a joke!*

BACK IN THE NIGHT TRAP

- NEW GAME
- BY SEGA
- MEGA-CD

▼ *Come quickly someone, the bog's blocked again!*



Sega have spared no expense for Double Switch on the Mega-CD. The starring role of "Eddie" in this Night Trap-style, full-motion video escapade, is played by none other than Corey Haim. You remember, him out of The Lost Boys. What d'you mean you don't remember The Lost Boys? And then there's Deborah Harry, ex-Debbie Harry, ex-Blondie. What d'you mean you don't remember Blondie? And then there's the music — all the work of Thomas Dolby. What d'you mean..?

Anyway, in Double Switch, Eddie has to protect a building with the aid of a network of security cameras and traps. Except of course, that you have to do all that for him. You can't have failed to work out that it's very similar to Night Trap, but this is one of the first Mega-CD titles to use Sega's Cinepak technique for a bigger full-motion video window and a clearer picture (though it doesn't clear up the grainy picture effect completely).

From what we've seen, this looks much better than similar previous games, such as, for example, Night Trap. The characterisation is much better, the gameplay has more depth, and it plays much better. Hey wait a minute, this isn't the review you know. For that you've got to wait till next month, already.

▼ *I bet you can't tell there's a spike sticking up my bum.*

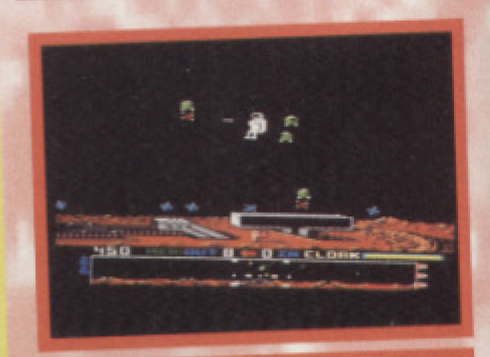


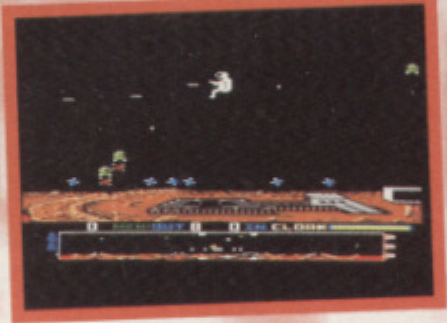
DISC TO DISC

Some of the funniest books around at the moment are the wonderful scribblings of Terry Pratchett in his fabulous fantasy style Discworld novels. Well fans will be chuffed to hear that stars such as Rincewind and Twoflower (and possibly even Luggage) are jumping onto the Mega-CD — courtesy of Psygnosis.

The actual details of the game are being kept under wraps but with any luck characters such as Death and Granny Weatherwax will be making an appearance to weave their wonderful magic. More details when we get them.

- NEW GAME
- BY PSYGNOSIS
- MEGA-CD





▲ *Classic Drop Zone action.*

IO, IO, IT'S OFF TO THE DROPZONE WE GO

- NEW GAME
- BY CODEMASTERS
- MASTER SYSTEM/GAME GEAR

Ooh! What a classic! Expect veteran reviewers to go a bit mental when Codemasters release the Master System and Game Gear versions of Drop Zone. When the wave of Nostalgia Energy hits they'll start saying things like, 'classic blast' and 'they don't make them like they used to'.

A quick precis for those of you who weren't there the first time around: Drop Zone is a clone of the old Defender-type coin-op, Stargate, and was regarded as a class act when it first hit the Commodore 64 back in the early 80s. You control a spaceman patrolling Io, moon of Jupiter, looking for wandering scientists and power crystals. Out of the sky come marauding aliens who kidnap the scientists if you don't blast them out of the stars first. Trillions of levels, loads of aliens, pyrotechnic effects — it's all very 80s, actually.

But if these Sega versions are anything like the original, they'll be the best 8-Bit Sega blasts ever.

SEGA™

MEGA-CD

"...pumps the adrenalin to overload!"

SEGA FORCE MEGA **92%**

"...the hottest Mega-CD release to date... If you've got a Mega-CD and you're not going to buy ***Thunderhawk*** then you might as well just throw it in the trash right now. This is the game your Mega-CD was made for... the saviour of the Mega-CD is here!"

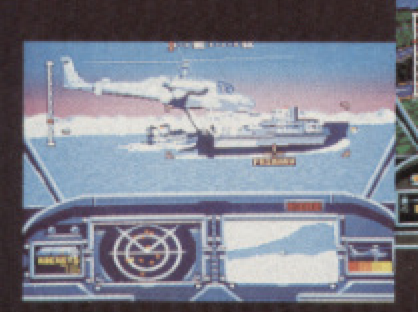
SEGAPOWER **91%**

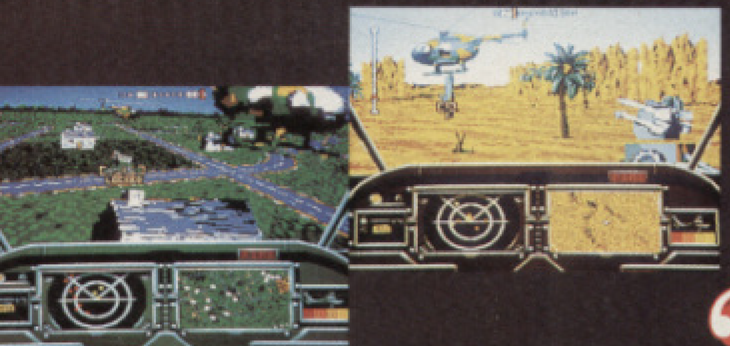
Mega Drive Advanced Gaming **94%**

GAMESMASTER 94%

MEGATECH 91%









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NOT MORE CODEMASTERS NEWS?

- NEW GAME
- BY CODE MASTERS
- MEGADRIVE



A footie and a tennis game are coming to the Megadrive this spring from Codemasters. Tennis All-Stars is a tennis game includes singles or doubles matches (with up to four players) and selection of court surfaces, as well as players who each have a 'special move'. Also included is the Crazy Tennis option which features bonus power-ups and a 'guest appearance from a leading computer and video game character'. (Dizzy perhaps?)

By the time it hits the streets, World League Soccer will have taken a year and a half of development time so that it can live up to the Codies' claim that it will be 'the best in soccer action'. Real teams, with players who have their own statistics and even their own special moves, have to keep filling the old onion bag until they get to the final of the World League Cup. All sounds a bit previous to us, but no doubt the boys will do well and prove us wrong when we see the finished item.



LIFE AFTER MICRO MACHINES

- NEW GAME
- BY CODE MASTERS
- MEGADRIVE



MOONSQUARES

▲ Sqaure jumping in the Moon Sqaure bonus level

Hurray! Those Micro Machines programmers from Codemasters have been busily beavering away at something new on Megadrive which looks reeeeally cool. Psycho Pinball is the name of the game, because... it's a pinball game, and it stars Psycho, 'a silver-plated armadillo with one hell of an attitude'. Obviously just having a ball to play with was considered a bit too passé.

There are six scrolling tables to flipper your way around, namely, the Future Fair, the Wild West, the Moon Shot, Under Sea, Safari and Ghost (good names, huh?). When you complete one you move on to the next, via a sub-game which relates to the table's theme, so, on the Wild West table you have to recapture a runaway train and in the Ghost Town you stumble into a spooky shoot 'em up.

Sounds good, eh? Well, the bad news is that you're going to have to wait till October before you get to play Psycho Pinball, simply because that's when Codemasters plan to release it. Okay?



DIZZY IS EXCELLENT

- NEW GAME
- BY CODE MASTERS
- MEGADRIVE/ MASTERSYSTEM/ GAME GEAR



▲ Just don't ask him to crack a joke Dizzy!

Can you believe it? Will you be able to handle it? THREE Dizzy games on one cartridge? Incredible, but true. That's what the ubiquitous Code Masters are promising Megadrive, Game Gear and Master System players for this Easter. Even more incredible is that there are actually FIVE games on the cartridge, a Dizzy adventure game (rather like Fantastic Dizzy), a two-player maze game, Go! Dizzy, Go! and — AND! — a bunch of three puzzle games, Shape Shifter, Dizzy Dice and Picture Puzzler.



FORTUNATELY

you WON'T HAVE TO FACE IT ALONE

Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – **MEAN MACHINES**

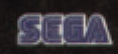
94% – **MEGATECH**

90% – **MEGA**

83 % – **SEGA PRO**

TENGEN

TENGEN EUROPE, 5 SCIROCCO CLOSE, MOULTON PARK, NORTHAMPTON NN3 1AP. TEL: (0604) 790785



SPEED CHUCKING

- NEW GAME
- BY CORE DESIGN
- MEGA-CD

The one thing Mega-CD or, indeed, Megadrive owners don't have for their machines which Super NES chaps and chapesses do is the brilliant Super Mario Kart (or something similar). Well now Core Design is looking to redress the balance starring their most successful character ever — Chuck Rock.
The exact format of Chuck Racing has so far not evolved but from our sneak peak at some very early screens it'll include beautifully bright cartoony graphics with a very prehistoric theme to them. The cars already designed are hilarious: really odd shapes and mostly made of rock — you almost expect them to have square wheels! Gut feeling tells us that this one is going to be a biggie and you can guarantee we'll be the first ones to let you know. Just one thing Core, how's about something similar for the Megadrive?!

▼*Chuck senior couldn't make it to this page so his son stood in for him!*



ROAD RASH

I DO NOT NEED MIRRORS ON MY MOTORBIKE. WHAT BEHIND ME I DO CARE ABOUT.

ROAD RASH GETS INTO GEAR

- NEW GAME
- BY US GOLD
- MASTER SYSTEM/ GAME GEAR

The smash hit Megadrive racer, Road Rash is zooming onto the 8-Bit machines courtesy of US Gold with Game Gear and Master System versions pencilled in for a March release.
In this one- or alternate two-player motor-biking experience, speed and supreme driving skills are only half of the requirement — the rest is pure malice with punching, kicking, clubbing and ramming the other competitors an equally necessary tactic.
Played over five levels the pace is fast and furious as you battle to complete a level in a top four position in order to progress into the next brutal round. Top positions bring prizes — piles of dosh which can be used to buy bigger bikes or get your present bike repaired. Each computer controlled opponents has a specific personality which all means bad news for you lot. Lookin' good but we'll bring you the whole story very soon.



OH BOY! MORE DINOSAURS!

- NEW GAME
- BY CODEMASTERS
- MASTERSYSTEM/ GAME GEAR

Everybody loves dinosaurs these days, except for Bignose the Caveman, of course. He's constantly being beset by prehistoric lizards in Codemasters Dino Basher, the comedy platform game which will be hitting your Game Gear and Master System (if you have either machine and choose to buy the game) in March. Four islands of monster-clubbing japes await the lovable low-brow who can even use his primitive ape's brain to manufacture extra weapons and that, and he can even go shopping for magic spells, which is a bit of a surprise. Codemasters say it will be 'incredible' but then they say that about all their games, though sometimes it's true.



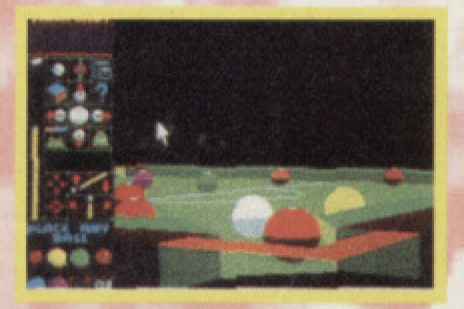
CUE THE GAME

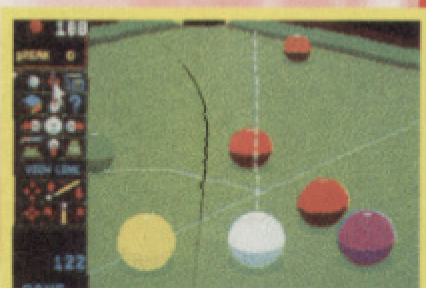
- NEW GAME
- BY VIRGIN
- MEGADRIVE



Okay snooker lovers chalk up them cues for Jimmy White's Whirlwind Snooker rolling soon onto the Megadrive courtesy of Virgin.
A smash hit on the floppy versions, this one- or two-player game will feature four skill levels, the chance to rotate and zoom in on any ball and view the table from any angle. There will be practice, trick shot or demo modes, a chance to swerve or spin the balls and every break off is unique. Sounds like good stuff but we'll get the ball rolling with a review as soon as we can.

Balls, balls and more balls. Er... and more balls!





HAVE A GIGG-LE

- NEW GAME
- BY ACCLAIM
- MEGADRIVE

Man Utd and Welsh soccer hero, Ryan Giggs, one of the youngest and most talented strikers in the league at the moment (and also the best pair of legs in the game — Lucy) is going to be immortalised on cart pretty soon after Acclaim snapped up the Megadrive footie licence endorsed by the boy wonder himself.
Already Park Place, the developers of John Madden, are busy working out all the details such as perspective and options for the game and so far few details have been unveiled, but this is a soccer sim which could be a corker when it hits the streets in March. Keep watching for further updates.





Oh no, I just can't believe dad forgot to tape Eastenders.

- NEW GAME
- BY SEGA
- MEGA-CD

SHERLOCK HOLMES MEETS DRACULA

Ladies and gentlemen, evidence exists of further Sega full-motion video exploits coming to Mega-CD soon. Arriving at almost any minute now is Dracula Unleashed a horror mystery very much in the Sherlock Holmes: Consulting Detective mode — ie, it's set in Victorian London, populated by alien Cock-er-neeeez. Also, it has the same kind of "point and click" interface, the same level of intrigue and mystery, and even better full-motion video, thanks of course, to the new FMV-image compaction technique, they call Cinepak.
You play an American investigating the terrifying death of your brother in foggy London, and as the game progresses, it becomes apparent that a supernatural force is behind his death, and his name is in the title.
Dracula Unleashed has easily the best full-motion video yet seen, and what's more, the gameplay has much more depth and interaction than old Sherlock's adventures. In total, there's over a gigabyte of vampirical action burned on to two CDs, but don't worry, you parents and MPs, because even though the game is being rated by Sega's certification department, there's no gratuitous video scenes to turn you into a Satanist.

A WHOLE BOX O' FUN

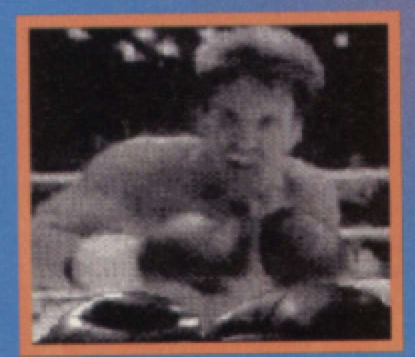


Can't imagine what the hell this has got to do with boxing but still.

- NEW GAME
- BY SEGA
- MEGA-CD



After interactive movie-type stuff like Sherlock Holmes and full-motion video blasting games like Sewer Shark, Sega have turned their Mega-CD talents to sports simulations, the first of which is Prize Fighter, a boxing simulation (that surprised you didn't it?), which has been programmed by Digital Pictures, the people behind Night Trap and Sewer Shark. Anyway, what makes Prize Fighter that little bit different is the fact that it comes on two CDs, loaded with yer realistic, behind-the-gloves, full-motion video boxing action.



Look at the pics and you might think that this doesn't look as good as the other CD games we've featured this month, because the video window isn't as big, but that's because the player has a lot of control over what's going on in the ring. Moving left or right scrolls the action around, enabling you to dodge blows and throw punches all over the shop.

As with most boxing games these days, there's a bit of building-your-boxer-type strategy, and whenever you win a match you're awarded points which you can allocate to your various boxer statistics, for improved punch strength and stamina.



STORMY NORMY





A brand new character due to jump on the Megadrive scene soon is an EA creation called Normy. The aim is to help Normy deliver court summons' to eight odd-balls. This easy sounding task is complicated by the fact that these characters, including Shlomo the ape man, Luckless Lucky of the Old West and Ogg the caveman, all live in different time zones.

Each of the seven platform levels contain unique bad guys including spray painting cave punks and gym instructors and Normy can either bash them with his paddle-ball or challenge them to game of either Pac-Man, Asteroids or Space Invaders (thus cleverly incorporating extra games within the game). Failing that, a Giant Darth Vader is always up for a game of pool with his light-cue.

- NEW GAME
- BY EA
- MEGADRIVE

BASKET CASES

- NEW GAME
- BY KONAMI
- MEGADRIVE

Joining the throng of software house basket cases, Konmai are chipping in with a little basketball creation of their own for the Megadrive called Hyper Dunk.

Featuring 27 teams and four divisions, split into East and West, Hyper Dunk's seasons are divided into two parts with a total of 82 games being played in a round-robin tournament style. Of the 27 teams only the 16 top teams — eight from each side — are selected to go into playoffs from which the two top teams emerge and compete in the final championship.

There are also exhibition matches and as well as all the usual NBA basketball rules the game is stuffed with nifty features like a morale meter to gauge how the team are feeling and more different dunks than you could ever want including a Gorilla or a Tomahawk dunk! Looking good so far and we'll bring you a full review as and when.



WORK IN PROGRESS

COR! WOTTA LINE-UP

Having got a tasty, and no doubt lucrative little CD project under their belts in the form of the steamingly good shoot 'em up Thunderhawk, Core Design are now moving onwards and upwards and are spawning three all new Mega-CD blasting titles — Battle Corps, Skeleton Crew and Soulstar: Malice of the Myrkoids. Lucy Hickman raced up to the Core HQ in Derby to investigate.



PROJECT	BATTLECORPS
PUBLISHER	CORE DESIGN
INITIATED	MARCH 1993
RELEASE	SPRING 1994



BATTLE CORPS

"You're a good lookin', battle-hardened gun-jock in the cockpit of your two-legged, twin-cannoned, totally destructive war machine..." Hmm, intruiging! This is what the manual tells us which roughly interpreted means Battle Corps is a shoot 'em up starring you as a somewhat courageous individual engulfed in a craft with some pretty awesome fire power. Pray continue Mr Manual...

"You're eight light years from Earth on one of the misbegotten mining-moons of Mandlebrot's World, completely surrounded by the laser-loaded super-shielded, Insectar strike craft, piloted by blood-crazed biomorphs who make Hannibal Lector look about as dangerous as Bambi..." Fairly self explanatory that bit, time to start cacking one's

SKELETON KREW

Another shoot 'em up but this time viewed from an isometric angle, Skeleton Krew is set in the year 2070 and in 16-megs of action, stars you as one of three hyper-hi-tech Exo-skeletons hilariously named Spine, Rib and Joint.

As a hardened (and quite dead) Skeleton Krew mercenary your task over seven levels is to hunt down and massacre the evil cryogenics experimenter and head of the Deadly Enforcement Aggressive Destruction Incorporated (DEAD Inc), Moribund Kadaver and his mutated spawns from hell, the Psychogenix who are running riot around the Monstro City and generally killing everybody.

Following the theme of comic-book Sci-fi, Skeleton Krew takes place throughout our solar system in a race against time as the Psykogenix Army travel through various locations, collecting components for the Psyko machine with which Kadaver intends to take over the universe.

There will be zones with distinct objectives to achieve, between level animated sequences, character interaction, speed bike, jet ski and jet pack sections, savage bosses, umpteen weapons and loadsa carnage! Full update coming soon.

PROJECT	SKELETON KREW
PUBLISHER	CORE DESIGN
INITIATED	MARCH 1993
RELEASE	SPRING 1994







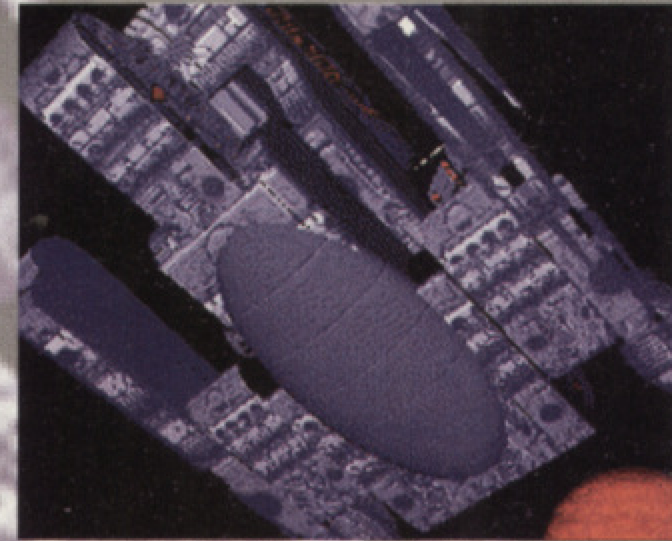


pants methinks.

Based on the same engine as Thunderhawk (only, as Product Manager, Guy Miller insists, with improved everything) Battle Corps is viewed from a 3D first person perspective and stars you as one of three super heroes — Jack Cutter, a man, Sharman Valdrosian, a woman and Dica 'A' Jang, an alien of indeterminate sex. All three have differing abilities to take on the might of the Biomorphs — huge metallic insects such as beetles, wasps and centipedes — over six tough levels. The heroes are actually plugged into their craft which allows them to move at will and even rotate the head while shooting in another direction.

Unlike Thunderhawk, Battle Corps will include bucketloads of variety and humour. Guy explained: "There are loads of different weapons to choose from and we've made the main computer sarcastic as well — it really takes the piss. We've built in humour as well as hard-edged hi-tech action to make it an experience rather than a run of the mill shoot 'em up.

"There are no static screens at all — it's all animated and although this game retains the hard-edged realism of Thunderhawk there's lots more to it with different missions and aliens and a lot more strategy involved." Looking extremely tasty so far, MEAN MACHINES will bring you a fuller report as and when.







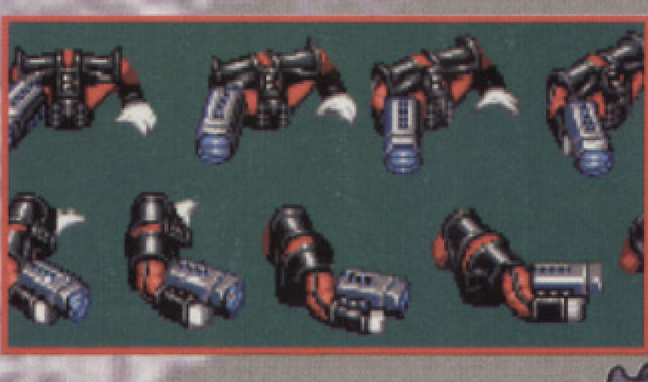
SPINE

Armed with a Pulverax Plasma-beam and with a power level of two and a speed level of eight, Spine was conceived as Marlon 7 in 2040 and due to his bristling aggression was soon put forward for BioTeknical enhancement and seconded to the Anti Subversives Special Services. Redefined in 2058, Marlon re-emerged as Spine and joined the Skeleton Krew.



RIB

Rib gets by with a Tri-blast Trasher — this girl is fast with a speed level of ten but a power level of only one. She was conceived as Barbarella 27 and re-augmented as a Korporate Joybim at the age of 16 then subsequently went AWOL. After drifting for two years she was spotted by Spine, redefined as Rib and immediately inducted into the Krew.

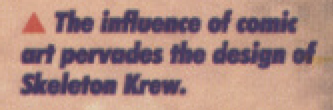


▲ *A selection of attractive sprite arms.*

JOINT

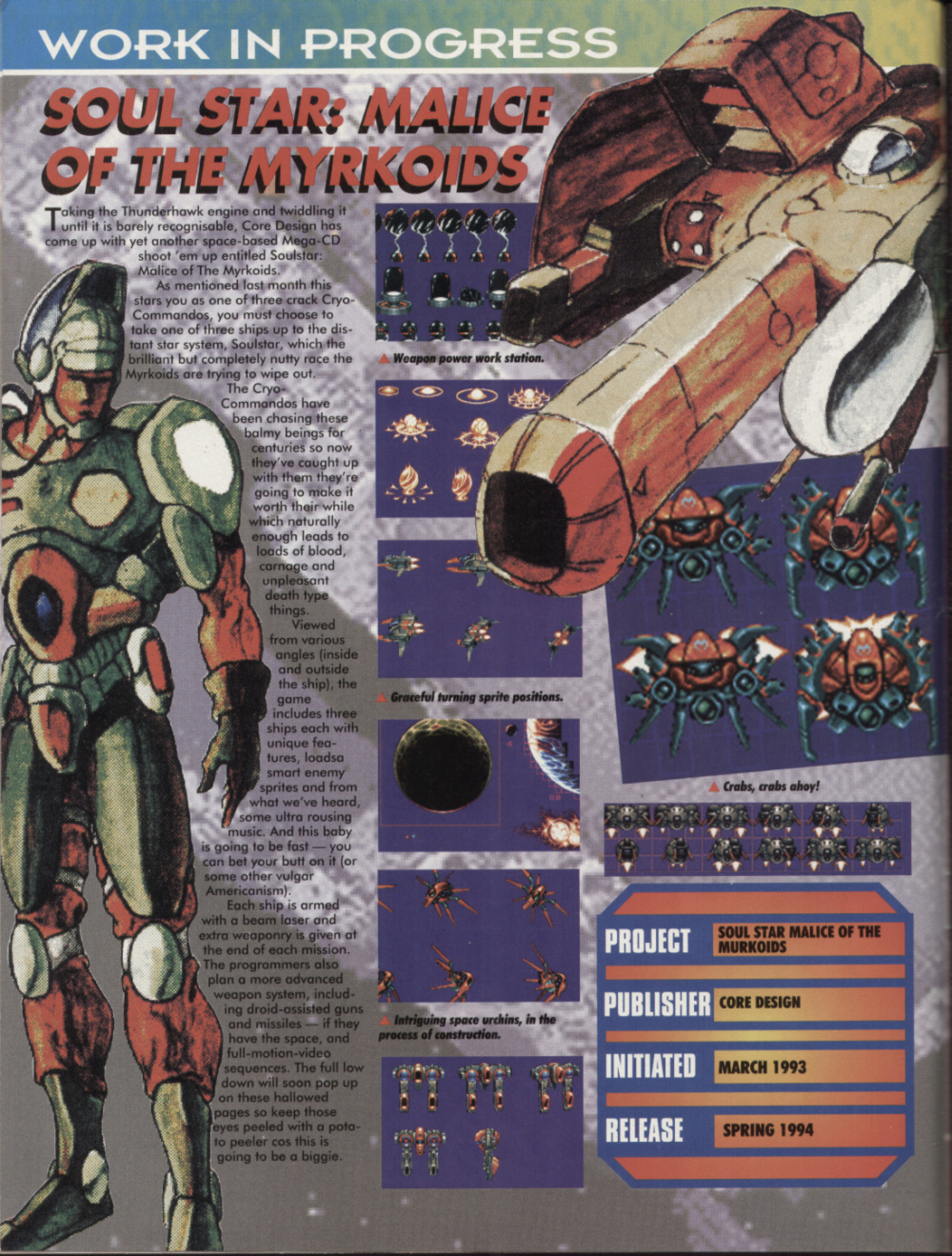


Weighing in at a massive 504lbs, Joint wields a Krash 'n' Burn Blaster, has a power level of three and a speed level of six. He was conceived as Ygor 9 in 2043 in the Russian Republik then bioteknically enhanced and became one of the infamous Karnage Kommandos. Lured by the promise of countless nu-dollars, he went to the US and was voluntarily diskorporated, re-emerging as Joint and joining the Krew.



▲ *The influence of comic art pervades the design of Skeleton Krew.*

SOUL STAR: MALICE OF THE MYRKOIDS



Taking the Thunderhawk engine and twiddling it until it is barely recognisable, Core Design has come up with yet another space-based Mega-CD shoot 'em up entitled Soulstar: Malice of The Myrkoids.

As mentioned last month this stars you as one of three crack Cryo-Commandos, you must choose to take one of three ships up to the distant star system, Soulstar, which the brilliant but completely nutty race the Myrkoids are trying to wipe out.

The Cryo-Commandos have been chasing these balmy beings for centuries so now they've caught up with them they're going to make it worth their while which naturally enough leads to loads of blood, carnage and unpleasant death type things.

Viewed from various angles (inside and outside the ship), the game includes three ships each with unique features, loadsa smart enemy sprites and from what we've heard, some ultra rousing music. And this baby is going to be fast — you can bet your butt on it (or some other vulgar Americanism).

Each ship is armed with a beam laser and extra weaponry is given at the end of each mission. The programmers also plan a more advanced weapon system, including droid-assisted guns and missiles — if they have the space, and full-motion-video sequences. The full low down will soon pop up on these hallowed pages so keep those eyes peeled with a potato peeler cos this is going to be a biggie.

▲ *Weapon power work station.*

▲ *Graceful turning sprite positions.*

▲ *Intriguing space urchins, in the process of construction.*

▲ *Crabs, crabs ahoy!*

PROJECT	SOUL STAR MALICE OF THE MURKOIDS
PUBLISHER	CORE DESIGN
INITIATED	MARCH 1993
RELEASE	SPRING 1994

MARKO'S MAGIC FOOTBALL

Football, football, football. You wait years for a football game to come out on the Megadrive and then millions appear all at once. Paul Glancey thought he was going off to Putney to look at yet ANOTHER one... but, boy, was he in for a surprise!

Everyone thought that nice Colonel Brown just manufactured toys for Santa to pick up on Christmas Eve and deliver to the boys and girls of the world. But no. Who knows what it was that twisted his mind, but twisted it was, and in the bowels of the Sterling Tower Toy Factory he toiled to complete his plans for town domination.

With an equally evil scientist at his side he created a genetic reactant slime that would turn whatever it touched into a deranged sludge monster! The Colonel ordered the slime to be tipped into the town's sewers where it would reach rats, mice, bats and turn them into armies of sludgified fiends under his command.

It was while young Marko was on his way to the park with his football that he spotted Brown's peons emptying a barrel of slime down a manhole. Marko watched as the green goo covered an unsuspecting rat, which promptly grew another head and started snarling and drooling.

Marko was quick to catch on, and though his knowledge of urban wildlife was limited, he knew that rats growing second heads was not the work of nature. Something fishy was going on, and though he was only a little kid armed with a magic football, he decided that he would hold off on the 999 call to the police and investigate these sinister goings-on himself...

PROJECT
MARKO'S MAGIC FOOTBALL

PUBLISHER
DOMARK

INITIATED
SUMMER '91

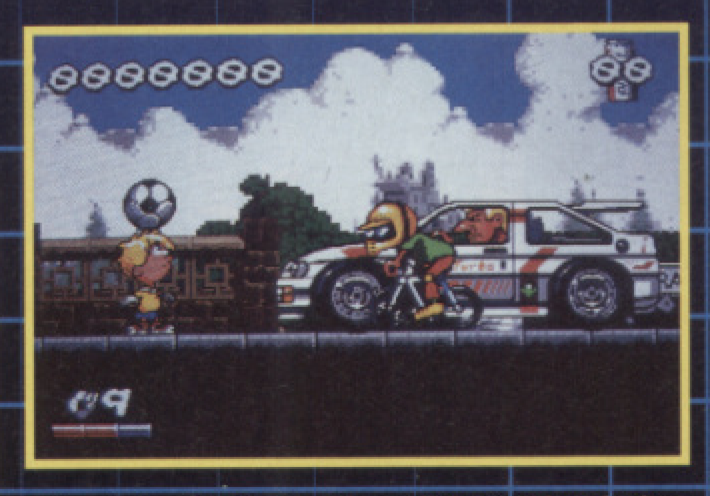
RELEASE
MARCH '94

FORMAT
16 M-BIT CART, CD

DEVELOPERS
THE CARTOON MAVERICKS, THE KREMLIN



▲ *Hey! It's Marko's home town - all six levels of it.*

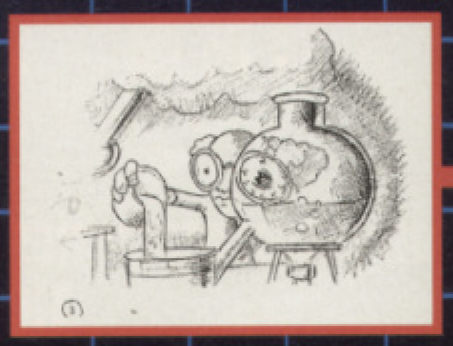


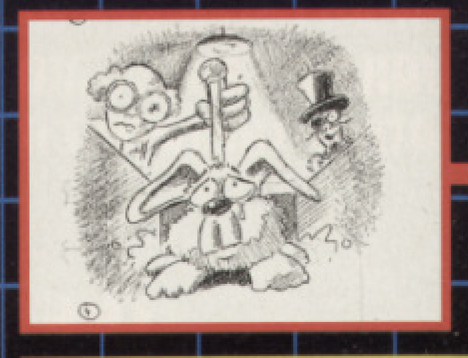
▲ *A well-placed volley should see off the Dread XR3i Driver.*









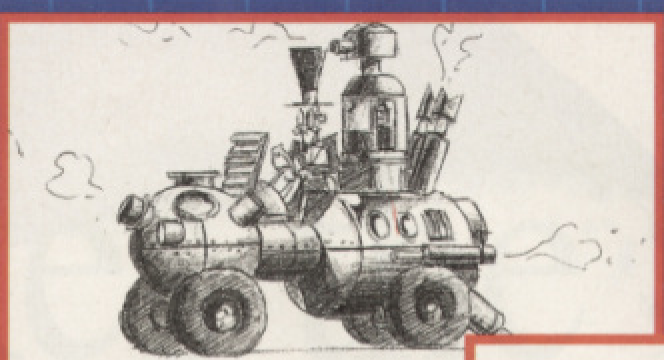


▲ *Here's how Jolyon turned his original sketches for the intro sequence*

THIS DOESN'T SOUND LIKE A FOOTBALL GAME

Actually, Marko isn't a football game at all. Well, there's a football *in* Marko's Magic Football, but in reality this is more of a platform game. Marko has to get through six parts of the town, each of which is made up of several sub-levels, to bust in on the Colonel's laboratory in the Sterling Toys factory and show him where to stick his genetic reactant slime. The football comes into it, because it's a magic football which Marko can call up whenever he wants, and boot it at bad guys to get them out of the way.

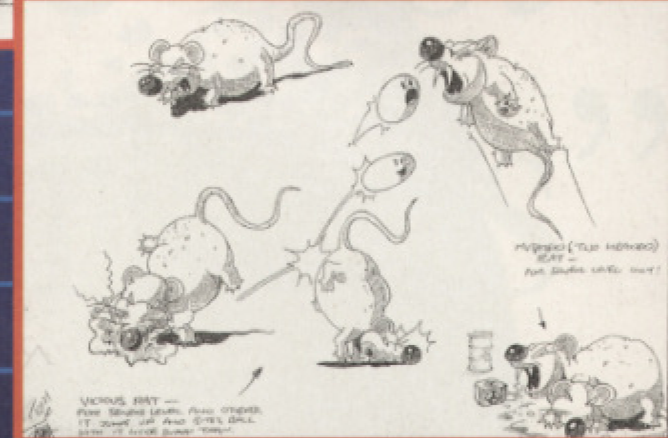
And bad guys there are in abundance. Mutated monsters, The Colonel's workers, and nasty locals who just don't like kids playing football on their patch. Marko earns points for footballing them out of the way, and gains bonus points for using his ball skills to kick rubbish off the pavement and into the nearest litter bin. So there's a little environmental sub-strata to the gameplay as well.



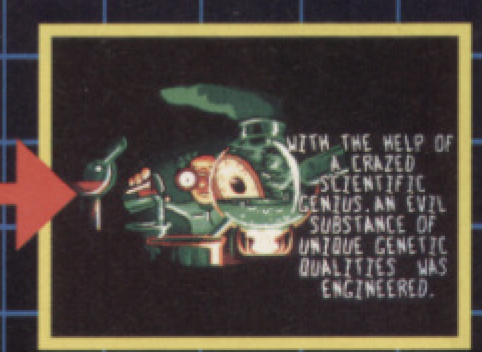
▲ ***At the end of each level the Colonel rides in on one of these Jules Verney vehicles, Robotnik-style.***

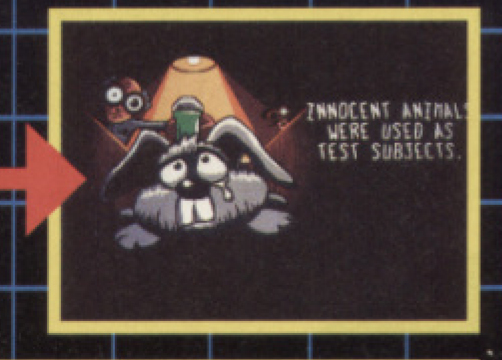












into pixels using his Amiga 2000 running Deluxe Paint IV.

MARKO'S TEAM

The concept for Marko's was thought up two and a half years ago by Domark's big cheese, Mark Strachan. Without an official title it was dubbed 'Mark's Football Game' until the programmers decided to name their little footballing bloke Marko.

Domark's pet programming house, The Kremlin, have been doing all the work until now, and Marko's team of programmers, who call themselves The Cartoon Mavericks, are currently putting the finishing touches to the gameplay, the bosses and the hidden bonuses, so that the game can be released on Megadrive in March and on Mega-CD a little after that.

Programming and game design is the work of Warren Mills and Michael Carr, veteran coders both, who had to take time out from the Marko project to put together the Master System versions of James Bond 007: The Duel and Desert Strike. Jolyon Myers is the graphics designer, who, in between knocking out sprite frames like there's no tomorrow (over 250 on Marko himself!), has been putting together amusing intro sequences which unfortunately won't make it into the game, being perhaps a bit too nasty to make it past Sega's quality control.

The Mavericks are looking forward to completing Marko on Mega-CD. They plan to put extra intro sequences into the game (safe ones, though) and use the eight sample channels in the Mega-CD's PCM sound chip, but they admit that there probably won't be the scope for them to radically spruce up the gameplay from the cartridge game.

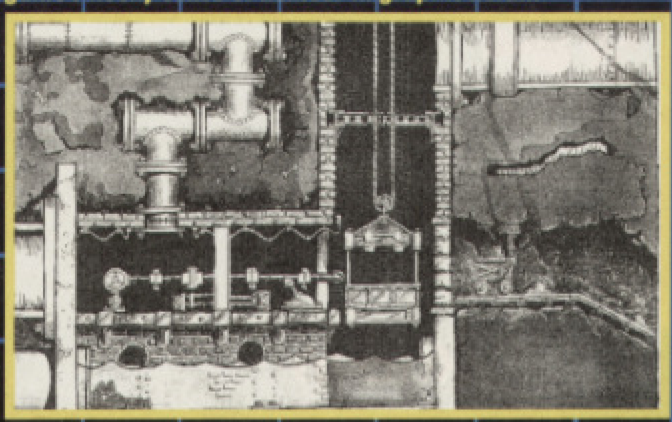
But will the gameplay need sprucing up anyway? We'll be the first to know when Marko gets the the full MMS review treatment in two issues' time. Watch this space!

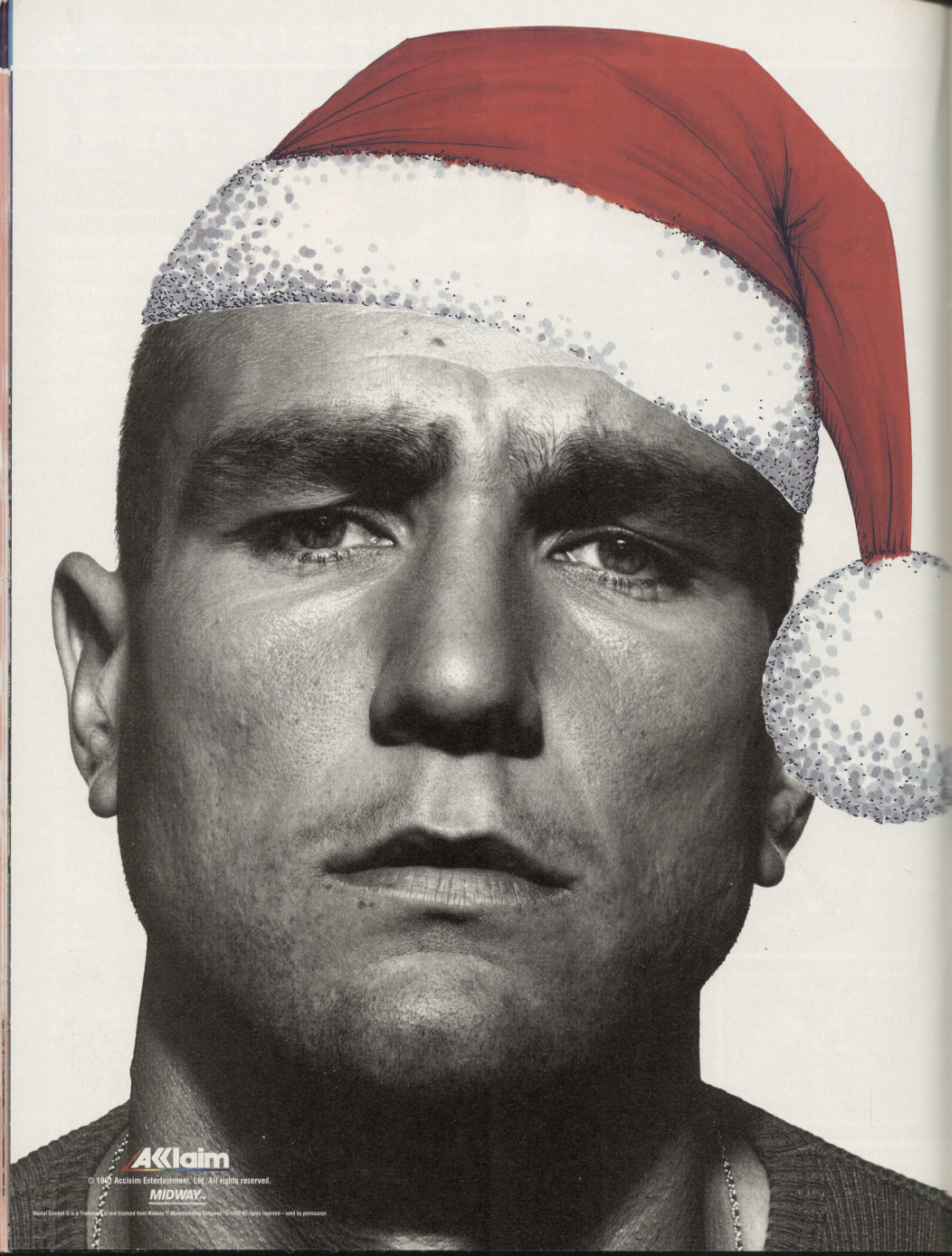






▲ ***The preliminary sketches show the development of the game's kooky sense of humour in graphic detail.***




Acclaim
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MIDWAY

PREVIEWS

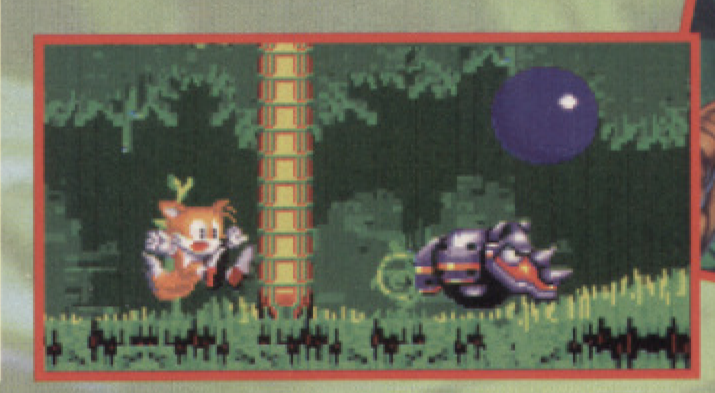
SONIC

As the song goes, you're once...twice...three times a hedgehog. That's right, Sega's number one game character, cover star and supermodel is due to hit the Megadrive in his third adventure, and sooner than you probably think! Gus Swan was invited to Sega's palatial headquarters for an in-depth look at one of the major games of '94.

Sonic is now the undisputed video game star in the world. In the space of three years, the spiky blue character has moved into the realms that only the likes of Mickey Mouse and er, Mr. Blobby inhabit. So what? Well, the very fact that Sonic has trumped his arch rival Mario is connected to the release of Sonic 3. Compare the two. Both are flagships for their companies, but Nintendo use Mario as a brand. The sort of games he now appears in are as predictable in nature as they are dependable in quality.

On the other hand, Sega don't just use Sonic to sell themselves, they promote him as a star in his own right. And that technique is working when you compare the popularity of both game characters. Even more importantly, Sega seem to be putting more into Research and Development for their megastar, with newer and better Sonic games a regular feature in their release schedules. This year has seen Sonic CD, Sonic Chaos, Sonic Spinball and the Sonic arcade game.

And now Sonic 3. In music mags the reviewers talk about 'that difficult third album'. In many ways Sonic 3 will be a tricky game for Sega to pull off. The first game was a brilliant debut, which separated console games from computer games forever. The second was a marked improvement, developing the themes with some technical wizardry. But Sonic 3 has to offer something new: A new look and definitely new gameplay features. When MEAN MACHINES reviewed Sonic CD, it was the lack of new features that downrated it. Read on and see how Sega plan to reinvent Sonic for the third time.

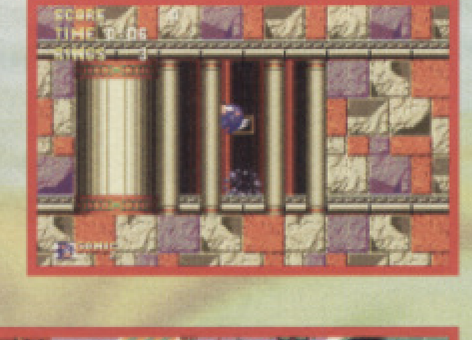
















▲ *Sonic performs the fastest downhill in ski history.*



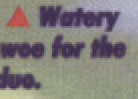
▲ Watery woe for the duo.

CARTOGRAPHY

SONIC THE HEDGEHOG
SUMMER '91
MEGADRIVE —
MASTER SYSTEM —
GAME GEAR
4 MEGS



SONIC THE HEDGEHOG 2
NOVEMBER '92
MEGADRIVE —
MASTER SYSTEM —
GAME GEAR
8 MEGS



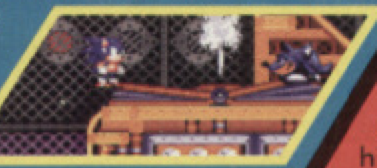
SONIC CD
NOVEMBER '93
MEGA-CD
500 MEGS



SONIC CHAOS
NOVEMBER '93
MASTER SYSTEM —
GAME GEAR
4 MEGS



SONIC SPINBALL
NOVEMBER '93
MEGADRIVE
8 MEGS



A BRUSH WITH DANGER

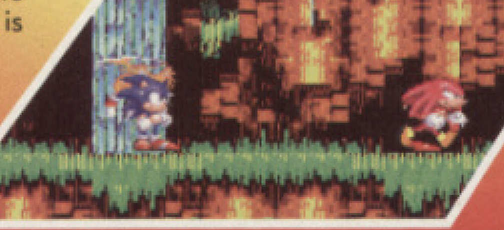
There was a bit of an outcry when Miles Prower, Sonic's foxy mate was omitted from Sonic CD. Happily Sega have reinstated him in Sonic 3, and he plays an even more influential role than in Sonic 2. Like Sonic 2, you can control Tails on the one-player game just by picking up the joypad. But now, instead of just tagging along for the ride, Tails can interact by picking up Sonic!

At certain points in the game the usefulness of this ability is apparent, so it's advisable to have a friend on hand with quick reactions.



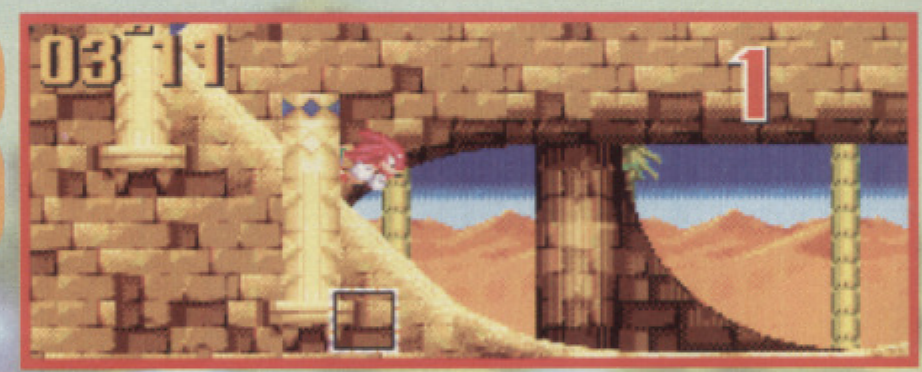
BARE KNUCKLES

The plot for Sonic 3 revolves around Chaos emeralds (yet again), the gems of incredible power that are being constantly sought by Sonic's nemesis, Dr. Robotnik. At the beginning of the game Sonic and Tails glide onto Angel Island on their boat plane, and straight into the island's native, a new character called Knuckles. Knuckles is unmissable in shocking pink, and although he's not bad at heart, Robotnik has tricked him into thinking that Sonic is out to steal the island's Chaos emeralds. So for most of the game, he's out to get Sonic, and is almost a match for him.





SONIC 3



▲ Knuckles races through the mini-zones.

THE NEW LOOK

You'll see from the screenshots that Sonic 3 has a subtly different look to the previous Sonic games. The graphics look somewhat chunkier than before, and the backdrops are a lot denser, with lots more foliage and scenery passing in the foreground. The sprites look bigger in relation to screen size than before. The most noticeable improvement is in Sonic's animation. His expressions, acrobatic body twists and acceleration are more detailed and convincing than ever.

FANTASY ISLAND

The first three stages are an accurate taster for the entire game, with a host of new features appearing in the first few plays.

ANGEL ISLAND ZONE

The first level is set on a tropical island, teeming with life, showered with huge waterfalls and packed with foliage. The first act is a race through forests, rivers, caverns and into the hollow centre of a huge tree. Then things take an abrupt turn when one of Robotnik's huge mortar machines appear. The screen becomes an inferno of explosions, and Sonic reappears in the midst of a raging forest fire. At one point, he and Tails must flee across a huge plateau, chased by a huge airborne machine with six bomb bays!

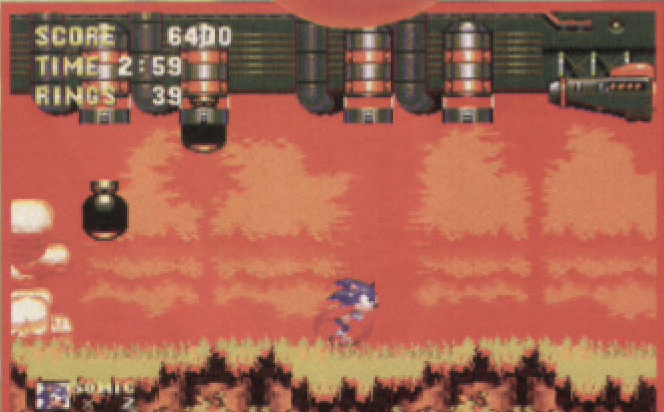




▲ Doesn't Sonic know it's rude to point?

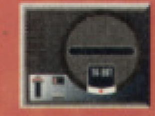
HYDROCITY ZONE

Most of this zone takes place underwater, with the usual problems Sonic has when it comes to breathing. There are loads of short-cuts to take which bypass the water sections altogether, but finding them requires skill. Some fabulous underwater creatures appear here, like rampant little robot fish, and billowing water worms. There are buttons which activate flow currents and huge water spouts.



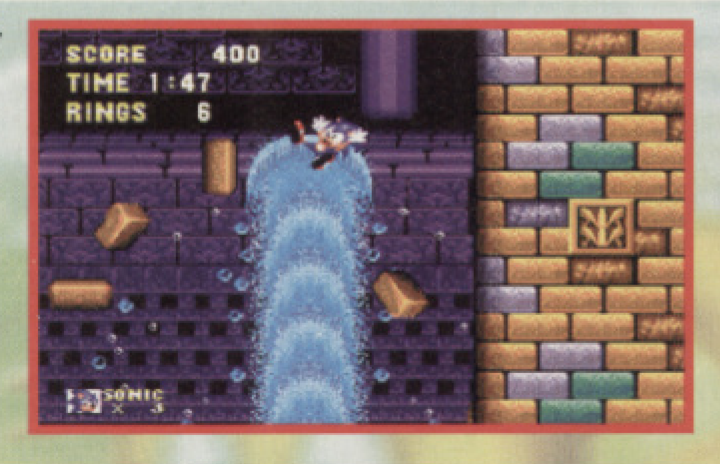
MARBLE GARDEN ZONE

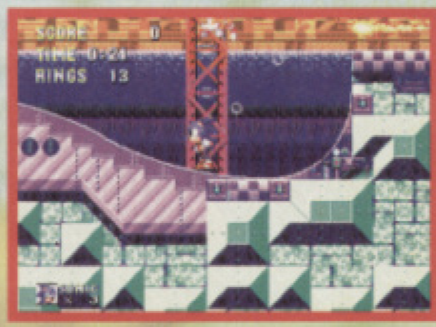
This place looks very alluring, with some fabulous detail on the stonework, and ivy strewn all over the shop. However, looks belie a particularly difficult level to complete, with steep slopes throughout, and lots of mobile enemies. There are some new hazards to face, like giant rotating spiky balls, and tricky triple circling platforms to negotiate.



ARCHITECTURE

Sonic 3 will be the most intriguing cart Sega have ever produced. The game as it stands fills 16 megabits of memory, consisting of twelve scenery stages and numerous acts. What may surprise you is the inclusion of a memory save. The cart has eight positions to store the last act of previous games. The back-up emphasises the size of the game — it's looking massive compared even to Sonic 2. The in-game architecture is also new. The play area has also been expanded vertically, several screens higher than before.



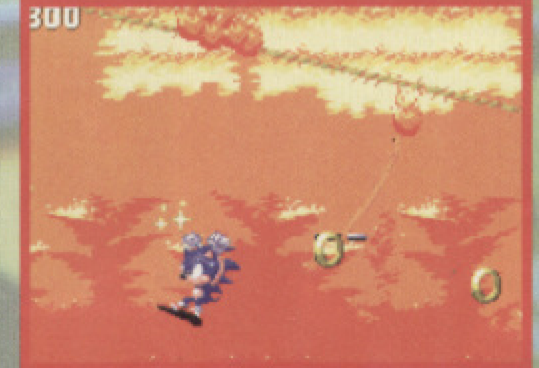


▲ *Hi-tech hi-jinks in the Launch Zone.*

FEATURES OF ANGEL ISLAND

DEATHSLIDE

The best bit of the Gladiators' Eliminator, this aerial runway is great fun, and an excellent source of rings. The main snag is reaching the start of the run, which is really high up.



ROPE SWINGS

Jungle creepers provide a safe passage without touching the ground. Swinging from rope to rope is a matter of timing.



FLOPPY BRIDGE

This risky structure spans a large chasm, but the segments have a habit of tipping over. But there is rhythm in their deviousness.

HYDROCITY FEATURES

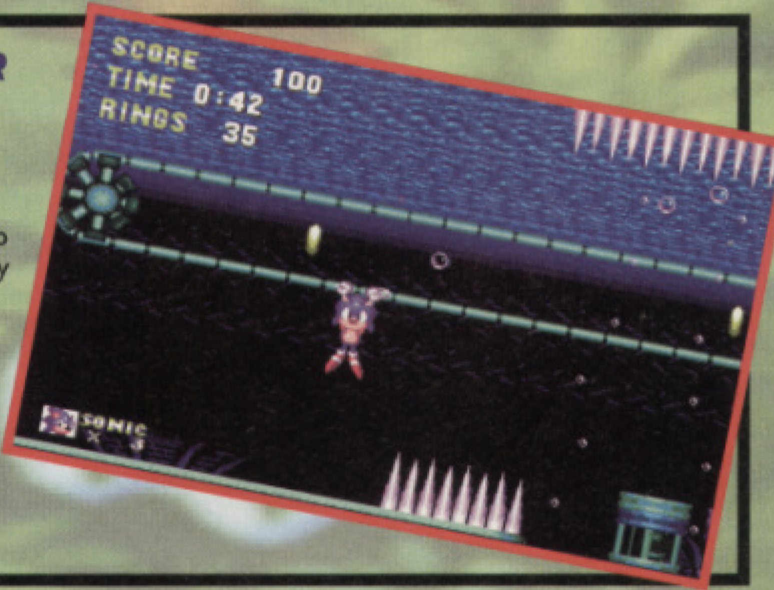
DEATH WALL

This horrific structure requires Sonic to run for dear life, and perform multiple spins.



CONVEYOR BELTS

Sonic hangs for grim death as these shift him to the side, but they are essential for completing the level. Underwater, they provide a handhold to defy the current.



MARBLE GARDEN FEATURES

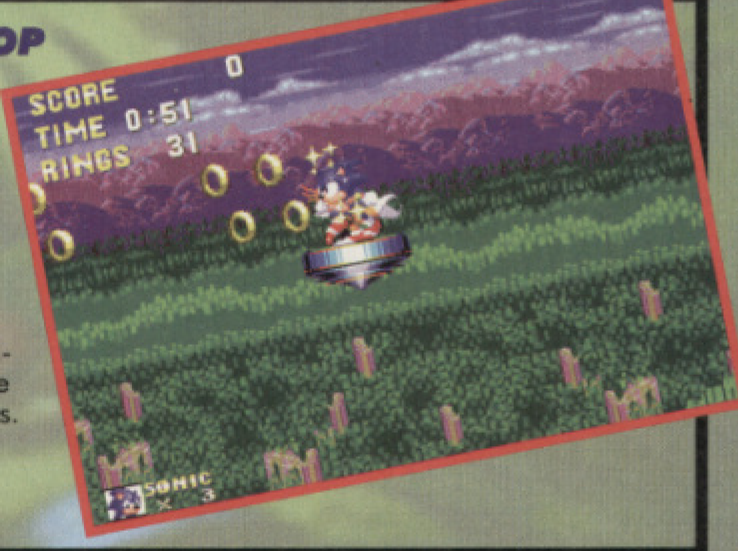
GEARS

These unassuming half-buried circles have a startling use if Sonic does his super spin next to them. By twisting them, whole section of landscape emerge out of the ground, usually making the passage easier.



SPINNING TOP

A totally new and brilliant feature this. By running on this platform, Sonic makes it rotate and move, the faster he runs, the quicker it moves, but it's also darned tricky to control. Makes for some interesting situations.





SONIC 3

TWILIGHT ZONES

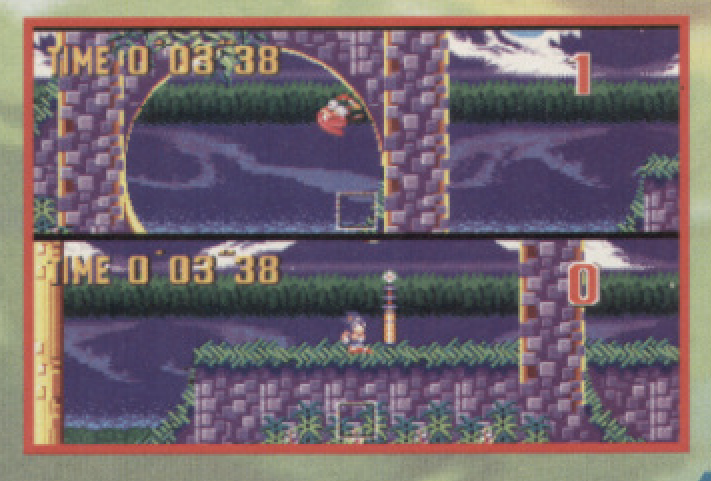
Sonic 3 has two special stages, as opposed to just one, and they both like being brilliant. The first recreates the 3D effect of the Sonic 2 special stage. This time Sonic is running on a 3D chequered sphere, with the joy-pad used to spin through 90 degrees. He's searching out the blue spheres and seeking to avoid the red. Finishing a level (which is very hard) releases a Chaos emerald. But where to find the massive ring that marks the entrance to the level? Search on.

The second special zone is found in the 'collect 50 rings and hit a lamppost' tradition, and places Sonic in the midst of a giant bubble gum dispenser. Instead of gum, a tasty bonus treat waits at the top, but getting there is mighty difficult, and only possible using the wall mounted bouncers. Sound weird? Right! Sound difficult? Right again!

BEYOND THE PALE

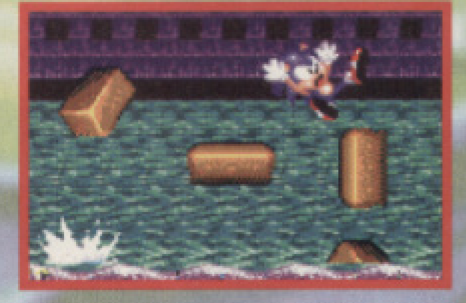
Three down, and only another nine to go! The variety of the other levels is staggering, with ice zones, a carnival-type zone and Launch Base, the closest a Sonic level ever gets to Cape Canaveral.

PHOTO FINISH



Sega realised the two-player mode was well-received by Sonic 2 owners, and they set out to refine and improve the idea. At the moment, the two-player sub-game comes in six different parts, and is a mad dash over five short laps. The screen is again split horizontally, but there's none of the odd visual compression of Sonic 2. The smaller versions of Sonic, Tails or Knuckles race across simple courses, seeking to gain a few seconds on the line. It's fast furious and not unlike Dashin' Desperadoes' gameplay (reviewed in this issue). Players can opt for Time Attack trials over a single course, or a Grand Prix set over the best of five. The zones are actually styled differently from those in the main game.





▲ *You can't even trust the rocks.*

MAC THE KNIFE

Instead of TV screens, the bonuses for Sonic 3 are sealed in computers, looking suspiciously like Apple Macintoshes. In any case, the TV has certainly got better, because a new array of weapons has been unveiled! Sonic has three new powers that he may retain as long as he isn't hit.

WATER BUBBLE

The bubble surrounds Sonic in a protective sphere, but it's an elastic orb that may be flattened at the press of a button. Sonic may use it to crush enemies he wouldn't normally attack, and it also let's him breathe underwater.



SCORE 0
TIME 0:19
RINGS 5

▲ *Chillin' action.*

FIREBALL

With this Sonic gains a flaming shield, but also the sensational power to turn into a fireball torpedo. With this unlimited power you might feel invincible, but don't fall into the water!



FLASH

This electrical field is a stunning new addition to the armoury. Not only is Sonic given the power to release deadly sparks, but the magnetic field around him attracts all the rings on screen. Gape as they flow towards him.







▲ Sparkling lampposts mean only one thing...



▲ The incredible 3-D special zone.

HOLD ON TO YOUR HATS!

This is not all, of course not. Sonic 3 has still some crucial programming stages to go through. As well as playability tweaking, there will be some modifications to levels, graphics, even extra features. And there are rumours that Sonic 3 will be coming in more than one cart form. First and second class Sonic? Well, Sega are not denying or confirming anything, apart from the game you've seen here is Sonic 3. We of course, will be dishing it all in our next issue.

THE BOSS IS BACK

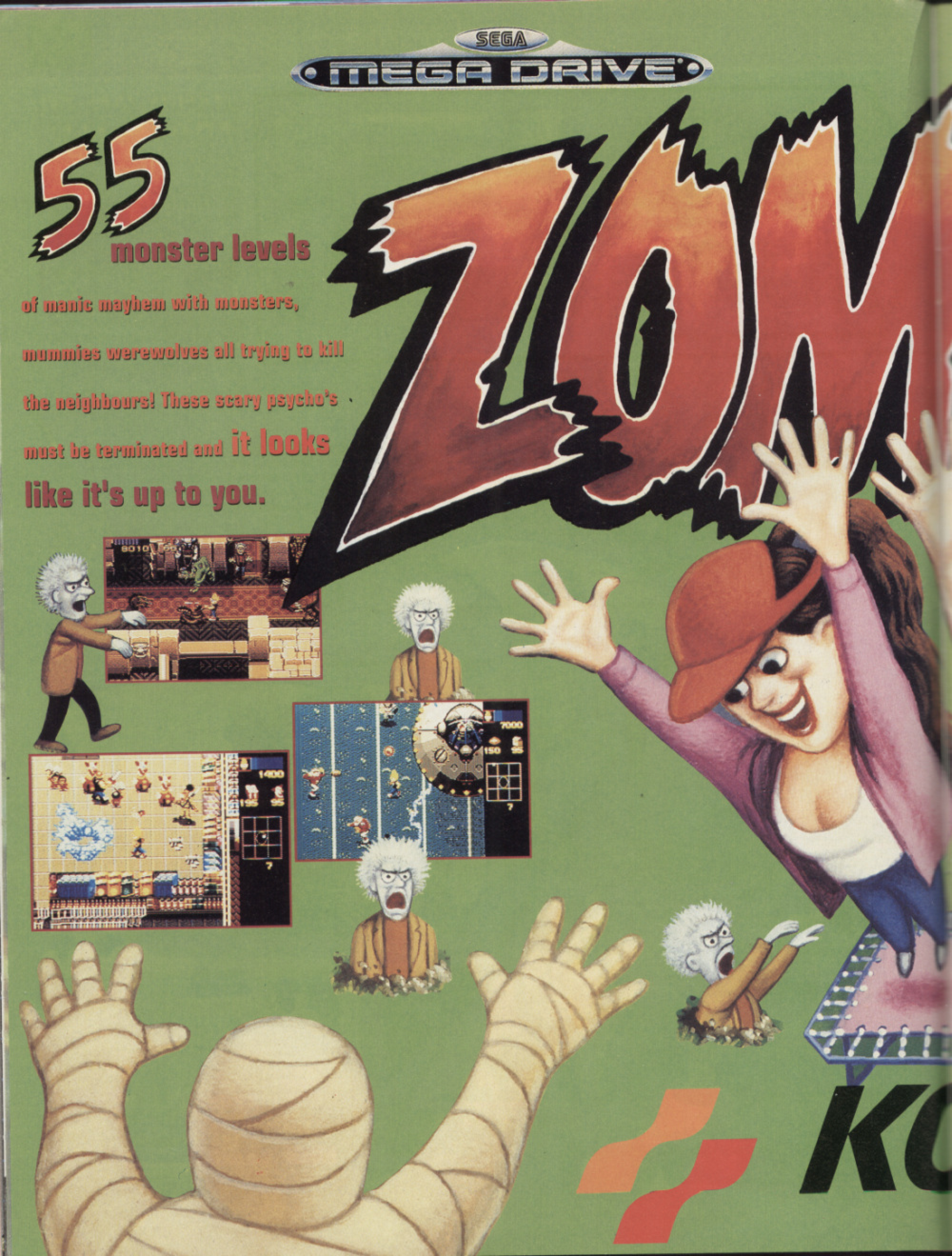
Robotnik, Primadonna that he is, insists on turning up in various extravagant boss guises, and those in Sonic 3 look like being the most dramatic yet. At the end of the Angel Island level, you face a massive waterfall which Robotnik bursts through in his flying twin cannon machine. Hydrocity's finale is a bizarre episode in a huge spin dryer. A four armed Robotnik rotates the central blade to create a disorientating whirlpool.

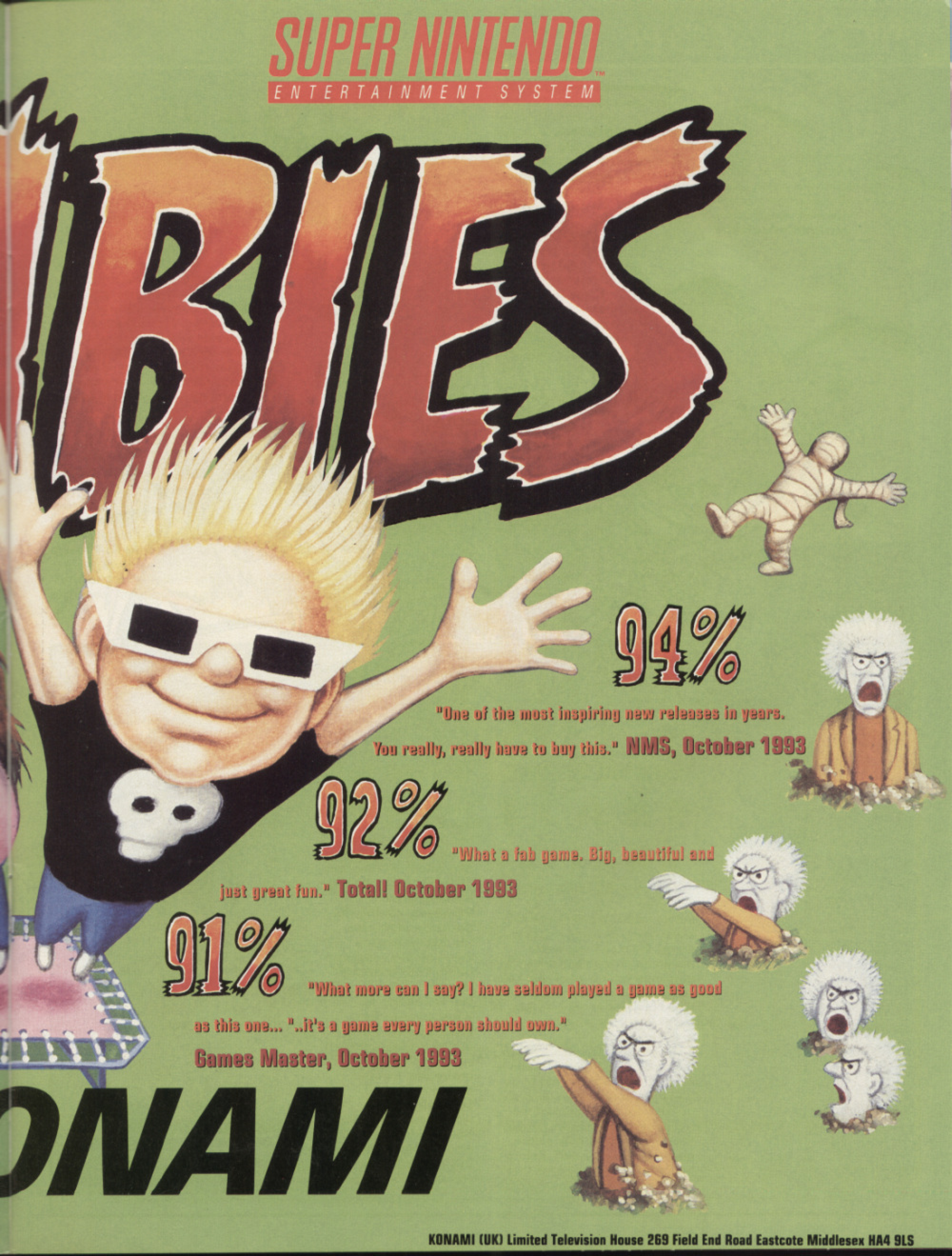
▲ Close shave with a fireball

▼ Robotnik has spent a packet on new wheels, wings...etc

▲ Could this be Barber's Pole Zone? I think not.

1-2 PLAYERS	
RELEASE	MARCH
BY	SEGA
PRICE	TBA
PERCENT COMPLETE	


SEGA
MEGA DRIVE
55
monster levels
of manic mayhem with monsters,
mummies werewolves all trying to kill
the neighbours! These scary psycho's
must be terminated and it looks
like it's up to you.
ZOM
KO


SUPER NINTENDO
ENTERTAINMENT SYSTEM
BIES
94%
"One of the most inspiring new releases in years.
You really, really have to buy this." NMS, October 1993
92%
"What a fab game. Big, beautiful and
just great fun." Total! October 1993
91%
"What more can I say? I have seldom played a game as good
as this one... "..it's a game every person should own."
Games Master, October 1993
ONAMI
KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

MEAN YOB



FLABBON

Dear Yob
I'm writing about something which has annoyed me quite a bit, the Channel 4 Teletext programme Digitiser. I buy Mean Machines every month, and trust the reviews inside. Because of this, I never buy a game that gets a low rating in Mean Machines. But then, along comes Digitiser, disagreeing with every review I have seen this year in MMS. I mean, it's as if they read a Mean Machines review, then when they get round to reviewing it (years

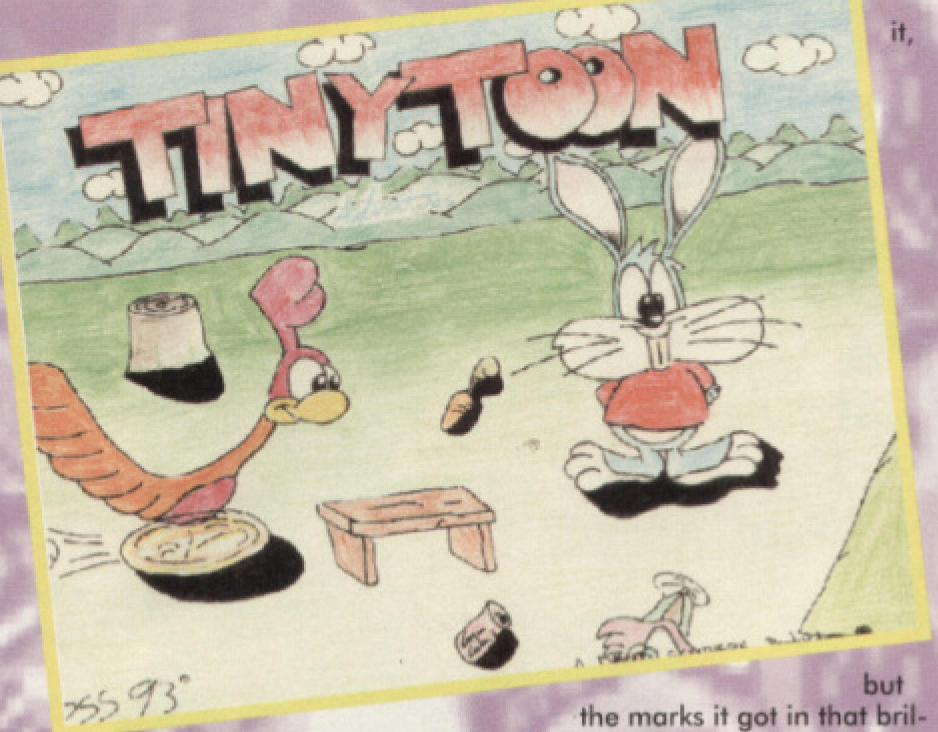
These capsules contain only dried powdered Feverfew leaf in a hard capsule shell to maintain the potency of the planet. No additives of any kind are used in the manufacturing process and the plants are organically grown. They are pure and entirely natural. So with that out of the way, why not write in to YOB's mailbag. Like the preceding intro, any old crap will do, as long as it fills up the space. Send your fine correspondence off to: HAPPY SACKS AND FUN BAGS MAKE THE WORLD GO ROUND MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ROGER AND OUT

Dear Yob
Before I start I'd just like ya to know how well Mean Machines is doing; the mag I buy every month for an excellent price. You guys must have a lot of cool keen workers and in about three years time I'm going to apply to join Mean Machines. Anyway, lets get to the problem.
A sad bloke in our school thinks that Sonic was originally made by Amstrad and sold to Sega to be made 100 times better. Also, the guy reckons Sega has sold the name Sonic to Amstrad. I hope this prat is talking bull; please, oh great one, reveal all. Before I go, I remember the thickie that sent the anonymous letter (which was double).
Well, after research I found his name SMTIT, Sad Man's Thickie Idiot Trust.
Jade Morris, Birmingham

YOB: MEAN MACHINES is doing great thankyou, caning the backside of the feeble flaccid organs they call our competition. That certainly is a sad bloke you're talking to. What sonorus buttocks he must have — I've never heard such tosh in my entire life. I would like to reveal all, but sadly that would require a double Polaroid and would immediately relegate this magazine to jazz mag status.

▲ *Dan Kelby from Grantham shows Mrs Shelley on a good day.*



David Southern, you truly are cute and fluffy like a little bunny.

later) they say the opposite to every point in the review. Graphics, Sound, Gameplay — everything unfairly under-rated, at least half the percentage it got in Mean Machines. Take Jurassic Park for the Megadrive as an example. Now, I haven't played it, but the marks it got in that brilliant review book seemed just about right. The graphics looked bleedin' great from the screenshots I saw, easily deserving the 88% they got. But on Digitiser they said the graphics were crap, the sound absolutely terrible with a mark in the 40s as opposes to the 90s in Mean Machines, and that the whole game was rushed and not worth buying. What's wrong with these people? Who is going to believe a crap teletext thing with no screenshots and pitifully short reviews.
Also annoying is Digitiser's snide comments about Mean Yob, when it comes to their very own 'Man with a long chin' they say there's no competition and that Yob is no match for 'The Man'. Sorry about the excessive length of this letter, but as long as you get to read it, that's what it is meant for.
Elvis, somewhere
YOB:I must say, I occasionally tune into Digitiser to laugh at what I reckon is sub-standard tripe that the finite amount of monkeys bash out each week. I've seen better quality stuff swimming about in the sewers underneath the Clinic For People With Exceptionally Smelly Bottom Disorders. As for the man with the long chin, well, it's a well-known fact that a large facial protuberance usually means a small-sized lunchbox.

STOP-O-FLO

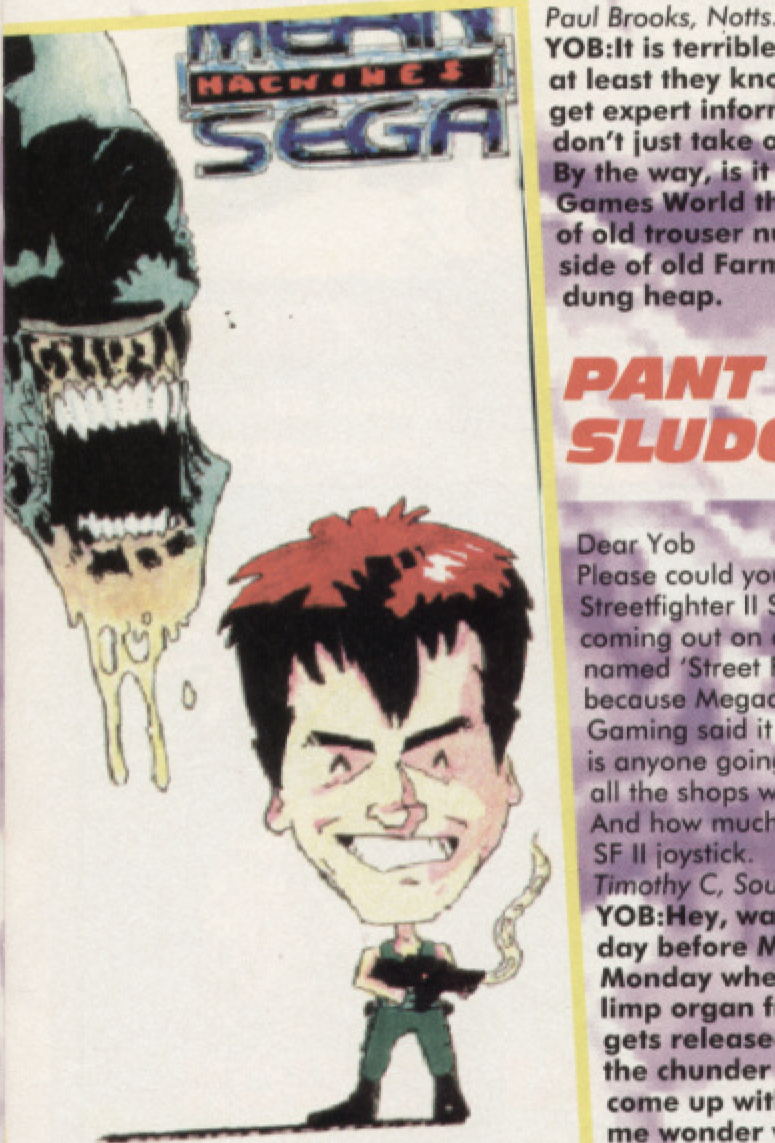
Dear Yob
I'm sorry about that mistake that I made because I looked at my poster and it said that they were the right way round. So I'm sorry.
James Turner, Newbury
YOB:You're forgiven.

WONDERDOG

Neil Ramsden of Kent, we enjoyed it loads. Ta.

GRAVY BOAT

Not so Dear Yob
Is it true you wear underwear on your head, or is it just a vicious rumour? I'm a dumb aussie who's got nothing better to do than write letters to people with dumb names. Actually what I'm writing about is to tell all those stupid fuddy duddies who say computer games are evil to shut their toothless old mouths. I mean, it's not as if when I play Mortal Kombat I'll go and rip someone's spine out. Do you agree?
Heath Banvai, Brisbane



▲ *Steven Toomey from Sydenham plays spot the alien — and fails...*

YOB:Absolutely. Completely off the subject, I must say, I hate Mr Blobby. He's crap. I mean, what kind of ambling imbecile would laugh at that? If I wanted to laugh at a pathetic pink wobbling thing, I'd write to Noel Edmunds and ask him to get his todger out.

PIZZA CAKE

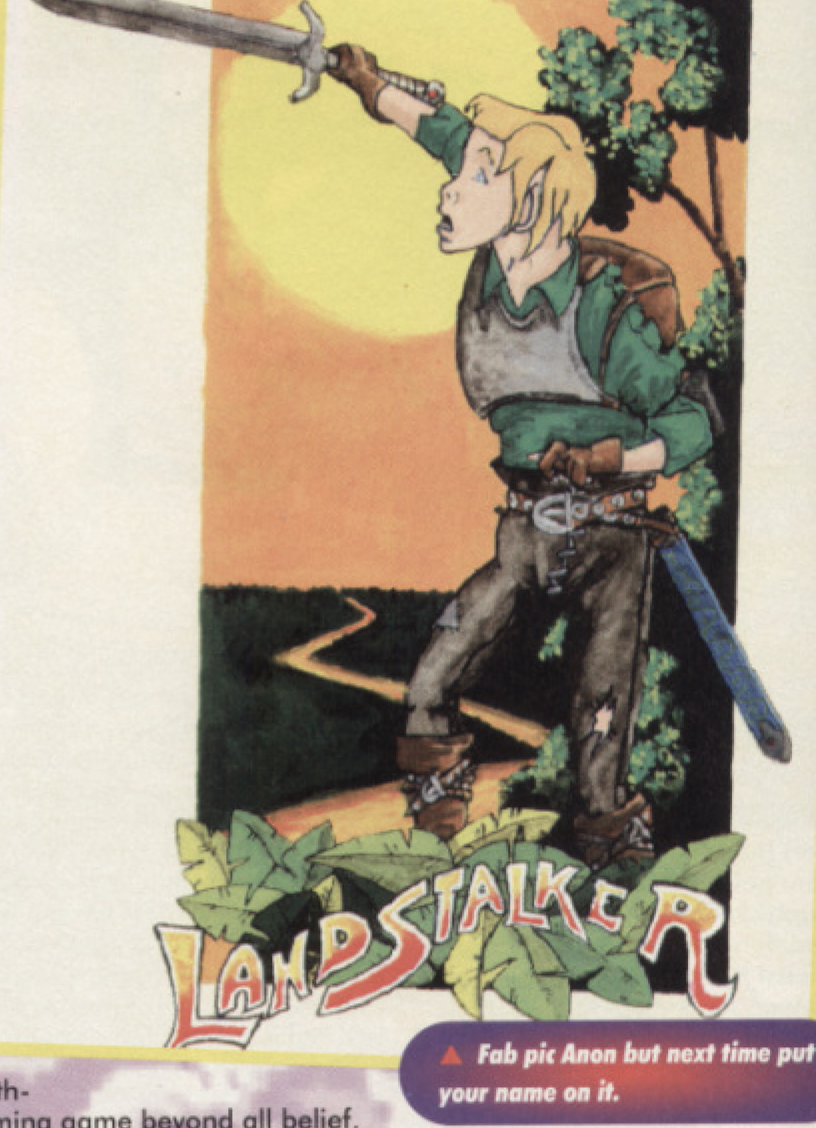
Dear Yob
Apart from the Streetfighter coverage I think the best part of your last issue was the part in the editorial entitled 'You Don't Say...'. It included certain information from 'certain' magazines which just happened to appear in Mean Machines Sega a few weeks previously. Hmm I wonder where they got that from, those guys who pitifully call themselves your competitors must be psychic or something. I think it's terrible the way other mags get information from your mag, mix it around a bit then release it for themselves.
Paul Brooks, Notts.
YOB:It is terrible, isn't it. Still, at least they know where to get expert information — so don't just take our word for it! By the way, is it just me, or is Games World the biggest pile of old trouser nuggets this side of old Farmer Giles' dung heap.

PANT SLUDGE

Dear Yob
Please could you tell me if Streetfighter II SC Edition is coming out on a Sunday, named 'Street Fight Sunday', because Megadrive Advanced Gaming said it was. If so, how is anyone going to buy it when all the shops would closed? And how much is the Capcom SF II joystick.
Timothy C, South Wales
YOB:Hey, wasn't that the day before Moronic Mag Monday when the latest limp organ from Maverick gets released? Dear me, the chunder these people come up with. It makes me wonder what they swallow.

OH WHY OH FRONTS

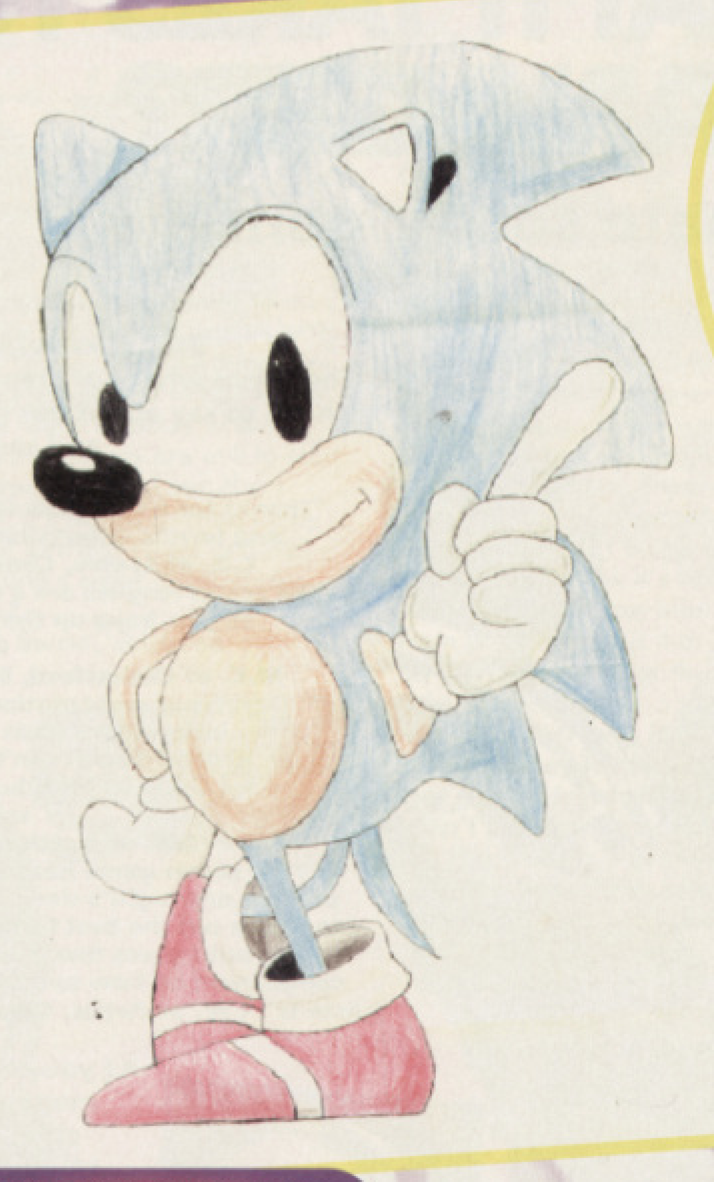
Dear Yob
Public Enemy said "Don't Believe the Hype", but the harsh reality is that people do. The hype put out by games manufacturers, that is. I've lost count of the amount of times a company has hyped a forthcoming game beyond all belief, the public has purchased it by the mountain-load, and have ended up disappointed by the end result. Recent examples of this are Mortal Kombat, Bubsy the Bobcat, and disappointment-of-the-year Sonic CD. Not bad games by all accounts, but by no means able to match up to the propaganda put out by their respective companies. No I'm not naive. I know that video games companies don't actually give a stuff about the games-playing public, and are only in it for the money — why else would they blatantly overcharge the customer for their products? So I am making an appeal to everyone who buys and play video games. Don't be sucked in by these companies. They have to say nice things about their product or they go out of business. They prey on people who believe their talk and part with their hard-earned cash because of it. The old adage 'try before you buy' really is the way to go here. Forget what companies say, play the game yourself and make up your own mind. If more people did this, then perhaps companies would stop making the large percentage of rubbish they do and start making something worth buying. The big guns need your money, so make them work a little harder for it. Hopefully we'll see some new and exciting things happening.
Geoff Denyer, Dorchester
YOB:Public



▲ *Fab pic Anon but next time put your name on it.*



▲ *Fab pic Steven Cunningham but why has he got warts on his cheeks?*



Sonic gives us the finger courtesy of God Knows.

Enema said "Watch out for that soapy nozzle", but the harsh reality is that people don't. What you say is absolutely true. You've got to be a gimboid with a head full of Baby Bio to go out and buy a £40 game without first consulting several magazines to see whether it's good or not and second giving it a good playtest. And if your local shop won't let you try it, wave your wad at the shopkeeper, shout 'happy sacks' very loudly and relocate to a supplier that will.

SLAP MY BUNS

Dear Yob
I'd just like to say a couple of things. Firstly, "Hooray! Sydney won the rights to host the 2000 Olympics!". Secondly, I want to ask why Mean Machines split up into Mean Machines Sega and NMS, because when I enthusiastically went to pick up my first issue of NMS I was bitterly disappointed. It seems that NMS is put together in Australia (not in the UK) where the mag is half the size of Mean Machines Sega, the reviews are put together poorly and some guy called 'Fatboy' tries (unsuccessfully) to imitate Mean Yob. This has all been a catalyst for me to change to a Megadrive and Mean Machines Sega. Please inform me why NMS is not put together by Mean Machines? Is the same NMS distributed in the UK?
H.N, Bonyrigg, Sydney
YOB:The Australian NMS does use a few pages from our own British NMS, but most of its pages are put together in Australia. Which is why it reads like it does.

CREAMY BUFF

Dear Yob
I'll get straight to the point. It's all this business about 'interactive movies'. People are always slating these games but you have to take them at face value because that's how these games have been and probably always will be, from Dragon's lair on the Amiga to Voyeur on CD-i. They are simply show-piece games like Road Avenger, and until technology improves or better compression techniques arise to handle the vast number of character positions required for decent gameplay, I cannot see 'interactive movies' ever improving.
Ben Reeve, Newport Pagnell
YOB:I can, but then my imagination hasn't been limited and constrained by a Newport Pagnell education.

A true masterpiece by an unknown master (or mistress).

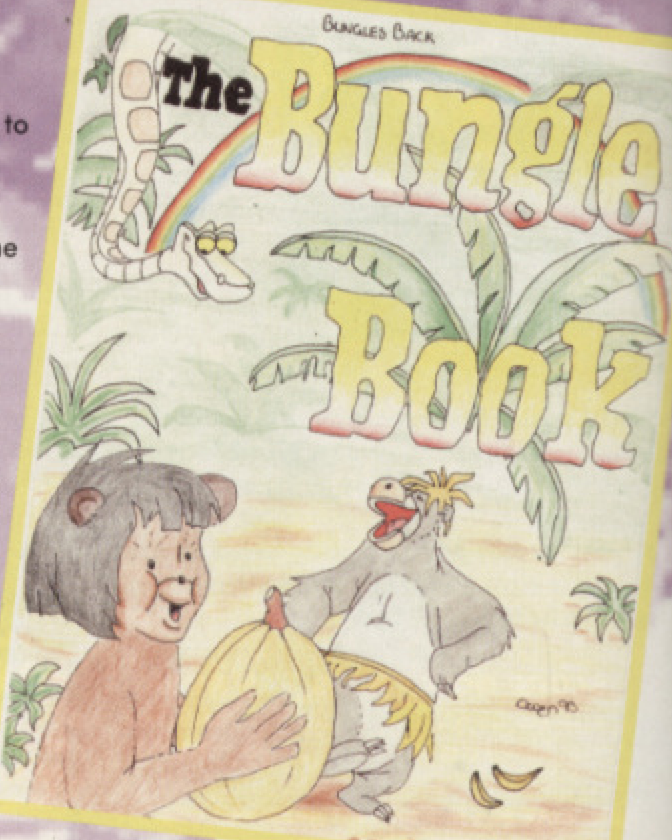
FILLPOT'S LOONS

Dear Yob
Greetings from the land of the free and the home of the brave. I just wanted to let you know that someone actually buys those leftover mags you send to the States. The verdict on MMS: excellent rag. I enjoy reading it every time I go to the toilet (the WC or whatever you call it). And no, I don't use it for anything else once I'm in there. Anyway, I really like Mean Machines Sega, especially the blow-apart reviews and previews like Silpheed and Sonic CD. I also appreciate the comment sections and the ratings that come with each review. My favourite aspect of your 'zine is the 'no holds barred, tell-it-like-it-is, don't give a Sunday crap attitude'. The sarcasm, the wit, the downright ugly honesty. I love it.
James D Brown, Daton Rouge, LA
YOB:It's nice to get a letter from the Godfather of soul. How's it going you old soul brother, you.

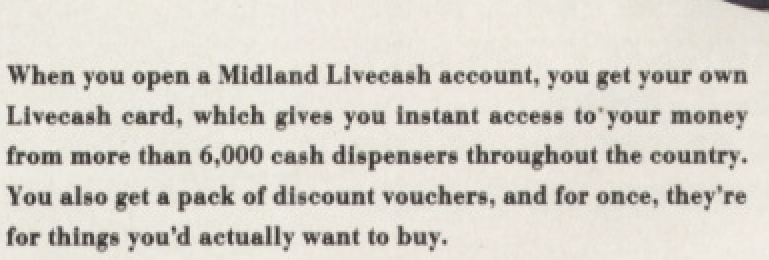
HAPPY SMILY TELEPHONE

Dear Yob
We absolutely love you and would gladly walk across the Arctic dressed only in frilly aprons and pink knickers waving banners saying 'YOB we love you and would happily die for you'. Please, please, please print this letter because we're such big fans of yours and would love to tell the world that we are your number one fans. Please. Pretty please?
Ed Hayden & Neil Juszkachowski, Windsor
YOB:Sometimes it's very pleasant editing the letters...

Owen Taylor of Fife entitles this work 'Bungle Strike'. Wow.







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NAME (MR/MISS/MS)* MEAN MACH-02

ADDRESS

POSTCODE





Three pairs of backfiring trousers, six bottles of cow secretions, four dozen gold-plated castors, five edible pantaloons, seventeen fuel-injected pig's bladders, nine eyebrow instigators, a half dozen switchable sock interpreters and a baker's dozen of bread-filled universal remote controls. That's what Spender Macgraw of South Shields had for Christmas. What did I get? Eight million questions, the best of which are printed below. If you've got anything you need to know, write to: HERE ARE THE KNICKERS YOU LEFT IN MY BEDROOM Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SPENDER'S ARM

Dear Jaz
Could you please answer some of these questions.
1. Where can I get Space Invaders for my Megadrive?
2. I am saving for a Mega-CD but because I've got the first Megadrive I'm worried I may not be able to get the first Mega-CD and I don't want the Mega-CD 2 because it won't look right.
3. How come Sega Power said Universal Soldier was ace and they gave it 91% whereas your great mag gave it 47% which I think is too generous?
Michael Mitchell, Leeds.
JAZ:1. Super Space Invaders was released in Japan a couple of years ago, but was never officially released. I suppose you could advertise in the wanted section in MEAN MACHINES Megamart. You never know, somebody might have a copy they want to sell. 2. Aaaah. Shame. Anyway, that's not a question you fudge-packed donut. 3. Everyone's entitled to their own opinions, whether they're right or, in that particular case, wrong.

SPENDER'S LEG

Dear Jaz
I have a few questions for you to answer.
1. Does the Megadrive have six channel or ten channel PCM or FM sound?
2. What is the best type of six-button joypad?
3. What was your favourite episode of Star Trek: The Next Generation?
I think that ever since you left CVG it has gone downhill and MMS blows NMS and every other computer mag off the face of this Earth. Keep up the good work.
Christopher McIvor, Glasgow.
JAZ:1. It's a ten-channel modified FM jobbie. 2. Sega's very own model. 3. Best of Both Worlds Part 1. What an episode! When it finished with Riker saying "open fire" I very nearly did my own captain's log in my knicks.

SPENDER'S LOWER INTESTINE

Dear Jaz
Please answer these juhula questions.
1. How many colours does the Megadrive use?
2. In SFII, is there any way of doing Vegas' air suplex without a six-button joypad?
3. Is FIFA better than SFII?
4. Is Cammy from Super SFII Guile's daughter?
5. How come you don't publish Game Genie/ Action Replay codes?
6. Do you reckon SFII is worth 60 quid?
D. J. Mark, Bedford.
JAZ:1. It depends on the game, dunnit. Most use 16-32 colours on-screen at once. 2. Yes. 3. No. 4. No. 5. Sick squid and a pack of lemon cakes. 6. I don't think any game is worth £60 to be perfectly honest.

SPENDER'S COLON

Dear Jaz
Please print this letter because if you don't I might do something stupid like buy Temco World Cup (rated about 6%).
1. Are Monkey Islands 1 & 2 coming out on the Megadrive? If so, when?
2. Does the Mega-CD 2 fit the Megadrive 1?
3. Is Jaguar XJ220 any good on the Mega-CD?
4. Should I buy Sonic Spinball or F15 Strike Eagle II for Christmas?
5. Is WWF Royal Rumble on Megadrive as good as it is on the SNES?
Ian Williams, Burscough.
JAZ:1. Early next year. And what a jolly wheeze they both are too! 2. Yes indeed. Snug as a bug in your pants. 3. It's alright. 4. Donate the money to charity and help starving children, that's what I say. 5. Yes it is.

SPENDER'S CRANIUM

Dear Jaz
Could you please, please, please answer my questions.
1. How about doing a SFII novel to go with one of your future mags?
2. Which is the best MCD game apart from Thunderhawk?
3. Is EA going to publish MCD games?
4. Is a soccer game being planned for the MCD?
5. If yes, when will it be released and how much will it cost?
6. Is Mortal Kombat coming out on the MCD?
7. When are the following coming out on the MCD: Jurassic Park, WWF, Star Wars?
Thank you very much for all your time.
Alan Lai, Shipley, W. Yorks.
JAZ:1. No. We'll leave those festering things to sad, shambling magazines whose writers have the talent of a green



drip-ping baboon's bum. 2. Sonic CD. 3. Yes. 4. Not at the moment. 5. Zippy-de-do-dah, zippy-de-day, my-o-my what a chunderful day. 6. Early next year. 7. Early in the New Year.

SPENDER'S SPLEEN

Dear Q + A, or Jaz or whatever,
1. Can you curl the ball in FIFA International Soccer?
2. What is the utterly brilliant information that your vast intellect has received about the Saturn? Is that 32-BIT wonder machine to be released earlier than expected at a relatively low price? Or are Sega going to scrap that project and release a 64-BIT Sega Virtua or even better yet a 128-BIT Sega Excel (and no that isn't a new improved washing up liquid)?
3. Any news of a sequel to Jungle Strike and/or a Mega-CD conversion?
4. Are Virtua Fighters and Virtua Star Wars likely to come out on the Saturn?
5. Is the Mega-CD, when hooked up to the Megadrive, effectively a 32-BIT machine?
6. Any news of the Star Trek games on the Megadrive and Mega-CD?
7. Any news about the story line on which Star trek: The Movie is based?
8. Is it true that a second trilogy of Star Wars films is being made?
9. Any news on Rebel Assault or any other Star Wars related games?
10. Do Mega-CD CDs have 660 meg or 660 times the meg of a cartridge and how much memory space will Saturn CDs have?
Mr Inquisitive, Co. Kildare.
JAZ:1. Indeed, there's plenty of ball-bending malarkey on offer. 2. What about the 256-bit Sega Cheese Waffle? All the interactive movie-style entertainment you could possibly wish for. And it's full of protein and natural vitamins. 3. No news is good news. 4. Yeah. 5. No. 6. News in this very issue. 7. I've actually got a load of plot details from a Star Trek bulletin board regarding the Next Generation movie, which apparently stars all the regular TNG people as well as Spock, Scottie and Capt Kirk. It sounds absolutely fab! 8. Apparently, yes. 9. Keep watching this space. THIS SPACE right here. That's it, here. 10. I've got a headache and can't find my calculator so nob off 'cos I can't be bothered. It doesn't ruddy matter. Anyway, all CDs have the same space available on it, it all depends on how you actually fill it.

SPENDER'S KIDNEY'S

Dear Jazzaman
Please will you answer these questions.
1. What is the cheapest CD ROM that can play music and good games on?
2. Is it possible to link speakers to your Megadrive/ Mega-CD?
3. About how much will the price of the Mega-CD have gone down by March 1994?
4. What is the best fighting game for the Mega-CD?
5. Is it worth buying Sonic CD?
Sam Larkham, Staffs.
JAZ:1. PC. 2. Yes. 3. Nowt by the looks of things. 4.Final Fight. Did you know that if you sell your warts to someone for thrupence they disappear? 5. Only if you've got a CD to play it on, which, looking at your previous questions, is probably not the case, so no.

SPENDER'S LIVER

Dear Jaz, Jazz, Jazza,
CHEESE!
Could you answer my questions...? Maybe...? Somehow...? Well, you will answer them, I will make you for I have mystical powers, I can make "accidents" happen so be warned! If you don't answer my questions I may do something so watch your back, matey!
1. Compared to the Amiga CD, Atari Jaguar and the new Saturn, the Mega-CD with 128 colours is a little *?*!. isn't it?
2. Is your name Jaz, Jazz or Jazza?
3. Which is the best game ever, cheesy man?
4. Did you know you're a cheesy geezer and you smell of poo. Not, you're a cool dude, true!
Michael Jackson lives here — The Cheesemaster, Cheesy Town, Mystic County!
JAZ:1. Sorry, my universal translator has broken down and I can't work out the meaning of *?*!. 2. I am Julian Rignall. My nickname is Jaz (note single Z), or Jazza when talking in the third person. 3. Football. 4. Captain Horatio Horn Blower.

SPENDER'S BOWMAN'S CAPSULE

Dear Jaz
Please could you answer a few questions for me.
1. Will Hunter ever appear on the Megadrive?
2. Will Super FX games ever come out on the Megadrive?
3. In Orlando, Florida, they had a game called Weres Walls. Are you going to review it?
4. Is Lethal Enforcers any good?
James Carroll, Liverpool.
JAZ:1. Nah. 2. Nah. 3. No. 4. No. What a cack bunch of questions.

SPENDER'S MASTOID

Dear Jaz
I would be grateful if you could answer the following questions:
1. What do you think the best PC is between £700 and £1000 that you can play Elite 2 on?
2. Should I buy FIFA Soccer, Aladdin or Sonic Spinball?
3. Do you like Mean Yob, I don't?
4. Do you think I should buy a Super Nintendo or a Mega-CD? I already have a Megadrive.
5. I want to get a "Screen Snapper" (a machine to take pictures off a screen eg Goro from Mortal Kombat) for my PC when I get one. Where can I get one and how much does it cost?
Paul Hayday, Oxford.
JAZ:1. Get the best-specced one possible. You should be able to just about scrape a 486 with VGA for a grand. 2. No, because you're buying a PC. Or are you not now, in which case I won't answer the previous question. 3. I do, actually. 4. Hang on, hang on. Have you got money coming out of your arse? One minute you're after a PC. The next, you're buying games. Now it's consoles. Flip me. You've obviously got so much cash you don't really need advice. Buy them all! That's what I say. 5. Why not go the whole hog and buy a Macintosh Quadra 850 with a radius board. Then you can launch your own magazine.

SPENDER'S SEBUM

Dear Jaz
Please answer my questions.
1. I am getting a Megadrive soon with Sonic 2. What is the best game on it apart from that?
2. Should I get a Master System II converter?
3. What is the best footie game on the Megadrive?
Lindsay Clark, Kingswood, Bucks.
JAZ:1. Street Fighter II. 2. No. 3. FIFA.

THINK YOU CAN

Berkamp, Baggio, Papin? So you know your goal scorers. Matthaus, Guillit, Platt, and your midfield maestro's.
But did you know that Dixons stock the premier football games?
FIFA Football, Ultimate Soccer, Super Kick Off. The boys done good? But the boys done even better if your bag is golf, motor racing, ice hockey, American football, athletics, or skiing.
In fact Dixons has more choice for sports games than any other store.

...THEN YOU'LL BE OVER THE MOON

* We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.




THRASH THIS TEAM?
Our boys will also do you proud when it comes to value for money.
With more stores in more towns we always get the best deals on Sega games.
And with our price promise, if you can get a game cheaper, we'll refund the difference*.
So, as they say in this funny old game: if you don't pop along to Dixons for your sports games, you're likely to be as sick as a parrot
AT
Dixons
SOCCER
MEGA DRIVE
POWER CHALLENGE
MEGA-CD
JAGUAR
EA SPORTS

PAULS TIPS

Here I am up to my eyeballs in tips again — still experts say paper is the best form of insulation when stranded in a car, on the top of a hill in the middle of nowhere when it's freezing-cold outside. Pity I can't afford a car. Nonetheless winter is fast approaching and your letters are becoming more and more appreciated. So please keep sending your monumental, accidental, coincidental discoveries to: **THIS'LL KEEP YOU WARM PAUL, TIPS SECTION, MEAN MACHINES SEGA, PRIORY COURT. 30-32 FARRINGDON LANE, LONDON. EC1R 3AU**

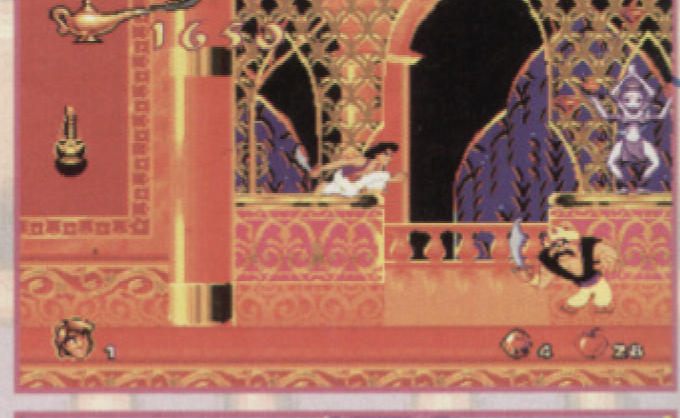




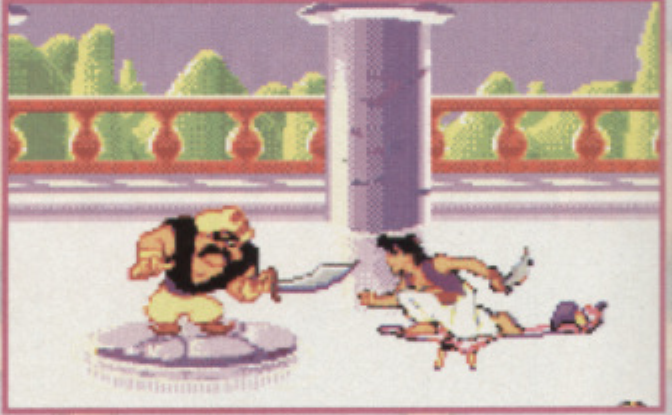
ALADDIN

Aladdin

Even without Vince Lambert's level skip this game is easily clocked within a day. Yet there's no harm in a more speedy way of demonstrating Aladdin's superb graphics to your mates and Vince is here to tell us how: Play the game as normal and hit START to freeze the action. Next press A, B, B, A, A, B, B, A and un-pause the game. The current level ends and the next takes its place. Not bad Vince.







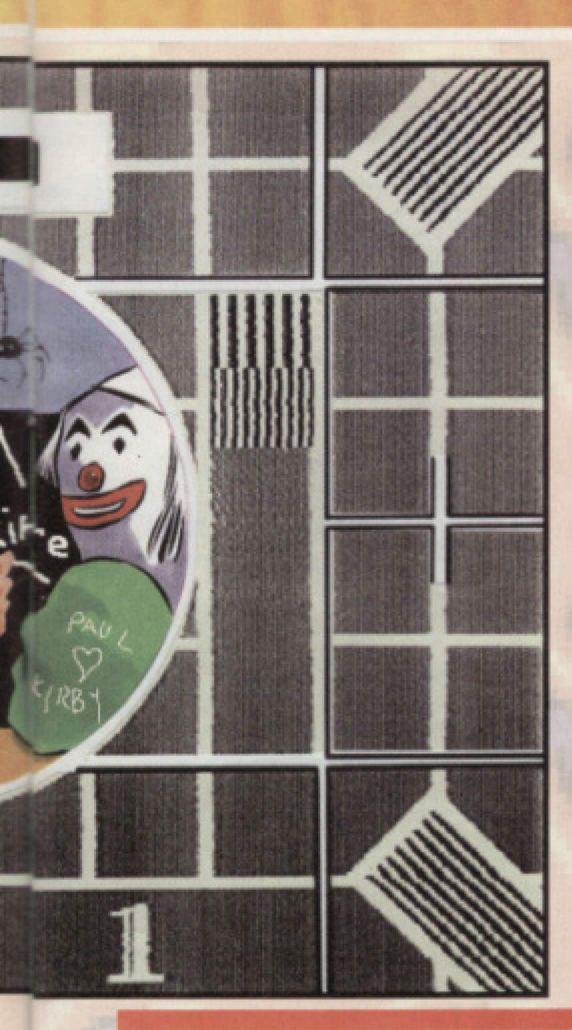


▲ *Balls swinging in the breeze — who could ask for more?*

ANDREW BRETT

Andrew, the reason your tip wasn't printed when you sent it in the last time is because it's too old and therefore useless. Don't send it again!

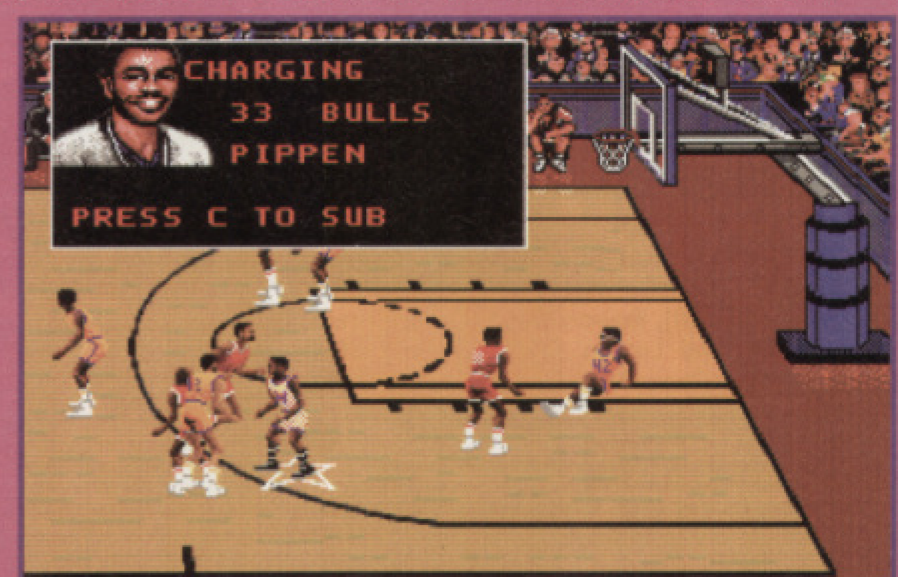




BULLS VS LAKERS

Save yourself the trouble of winning the finals with all 16 NBA teams by using Freddie Shaw's complete list of passcodes. They allow players to 'sit back and enjoy the end sequence' for each one:

Bulls: KXWVLBBB
Blazers: DBWBLBBG
Bucks: CDWBBBBC
Rockets: IZWBVBBB
Hawks: T4WBBBBB
Suns: 2ZWV2BBH
Pacers: POWBBBBB
76ers: J8WL2BBB
Lakers: NLWWBBBV
Jazz: WVWB2BBF
Celtics: DNWZLBBC
Spurs: IGWB2BBB
Knicks: TJWBFBBB
Sonics: GQWBGBBH
Warriors: 06WV2BBK
Pistons: ISWV2BBB



Thirty-three charging bulls!? Cor blimey, I'm off!

GUNSTAR HEROES

GUNSTAR HEROES

I thought I'd let you in on this: The winged pods carrying all the extras are good for more than one item — having *Red* or *Blue* kick the heck out of them is always rewarded by a choice of three. This is especially useful when low on energy and the harbinger of heart-containers flies into view! Unfortunately this technique is redundant when the lads are in their mine-carts. What a blinding game Gunstar Heroes is!



JUNGLE STRIKE

JUNGLE STRIKE

No doubt this cheat is known to everyone who owns the game — Heaven knows I've received it off enough people. No Hall of Fame antics this time around, unfortunately for all concerned, as I binned the others ages ago. Hah! Steven Downhill gets his name along-side this one then, it's for retrieving four extra lives from level seven, alias River Raid: Head the helicopter directly right after take off until the edge of a river is seen.

Immediately change direction so the 'copter is flying toward the top of the screen. Some monuments scroll into view accompanied by four small pyramids guarded by two artillery guns. Take care of the guns (no don't mother them — shoot them!) and destroy the pyra-mids. Each one con-tains a whole extra life. Smart stuff!







Of course when monster cheats like this get out everyone hears of them: Philip Birch, Chris Charalambous, Luke Faith, Steven Holt, Dean King, Mark McCormack, Graeme McMillan, Rob Mynett (Bandit!), Rowan Piper, Omar Qirem, Colin Williams and 'Lost in' D Woods all hurriedly told me the news once they found it out. Well this lot put last month's jokers to shame anyhow!

Disable Normal Attacks in One-player Mode: At the Capcom logo press DOWN, Z, UP, X, A, Y, B and C on controller one. Chun Li makes her 'spinning Bird Kick' cry to indicate the cheat is working.

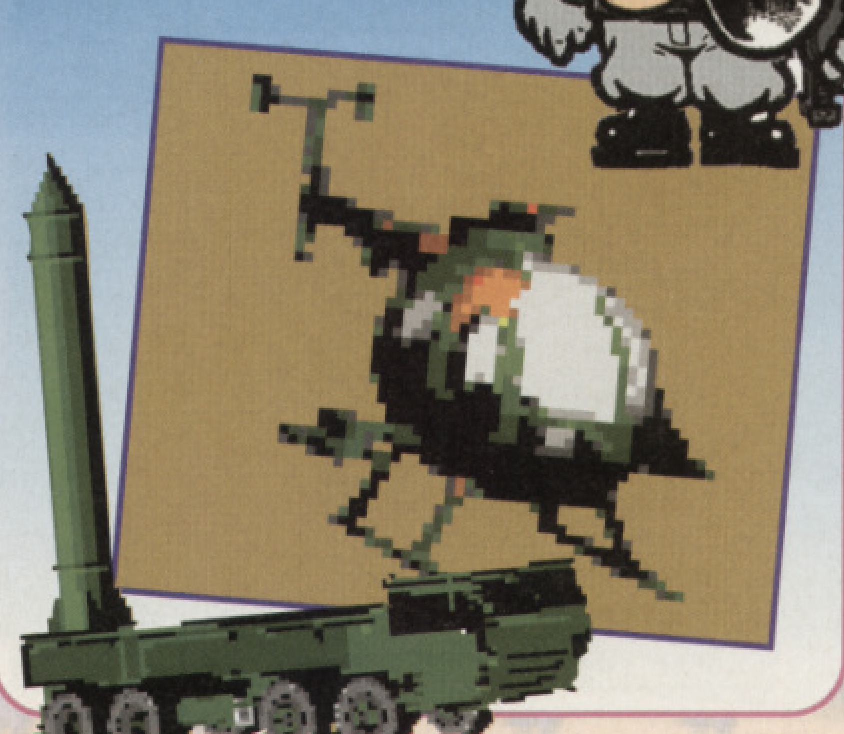
Five Star Speed in Champion Edition Mode!: During the opening sequence — where the screen pans up the side of the building — wait for the image to start fading and quickly press DOWN, Z, UP, X, A, Y, B and C on controller one. This time Ken says 'huh' to indicate the cheat is in effect.

Character vs same Character in Group Battle: On the screen where it is possible to choose from Elimination or Match Play press DOWN, Z, UP, X, A, Y, B and C. For the second time Chun Li says 'Spinning Bird Kick', letting the player know the cheat is active.



THUNDERHAWK

The mysterious 'G' Harrison is the first to let us know of any Thunderhawk cheats, which is pretty good going if you ask me! Imagine the ease of play with unlimited missiles and armour. Well 'G' makes both things possible by pausing the game shortly after take off and pressing UP, RIGHT, LEFT and DOWN. Upon re-starting the game the unlimited extras are forever yours. Wacka-do.





WORLD OF ILLUSION

For the sake of preventing Barry and David Latcham from sending us a video of their diabolical misadventures I'm forced to print this discovery of theirs. apparently something *very strange* happens on 'The Library' stage and it occurs just so: Once Mickey and Donald leap from the gold-fish bowl have them walk down towards the books and stapler at the right of the screen. Use one character to bounce up and press the spray.then lead them back to the left where they enter the large open present (the Christmas level).

Upon exiting the box, guide the boys past the jar and up onto the shelf. Take them to the magic box, using Mickey's spell to reach the box above. Now walk them over to the right where they jump on the ruler to the other side. Apparently this part's a bit tricky: Avoid the next magic box in line by having the boys jump over it one at a time. From here they jump down past the stapler and Donald's book. Once again they avoid the next magic box in line. Now they fall down the knobs and head left, bouncing back up to the aerosol. After using one of the characters to press the nozzle take them to the left; to the sugar bowl and lead them into it. Notice — shock, horror — that neither Mickey nor Donald are able to go anywhere from here. They are trapped. Yet it is possible to jump into the woodwork but again there is no escape. Well it just goes to show where inept games playing can lead a person doesn't it.

MORTAL KOMBAT

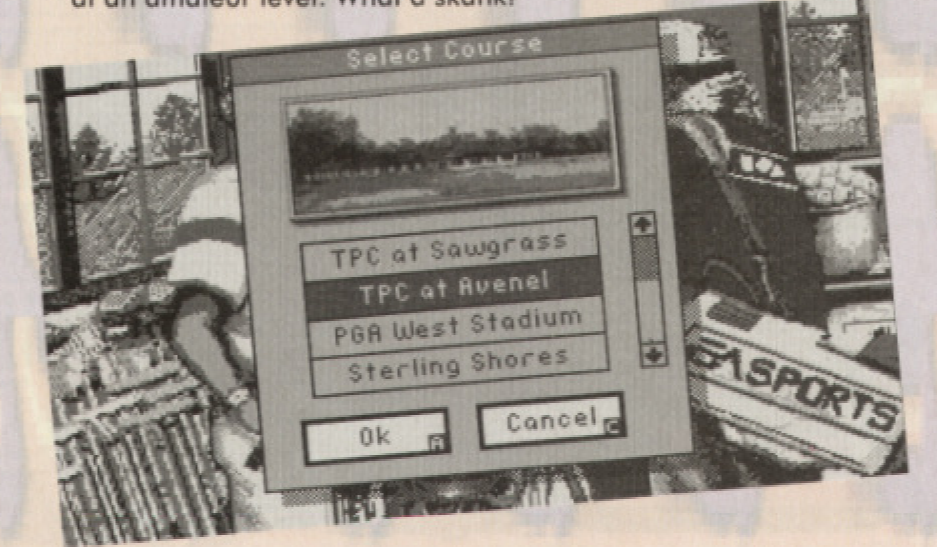
Usually it is impossible for fighters whose fatality move includes the use of the Block button to rendezvous with Reptile. Yet Stephen Wren, Scott Johnson and Darren Cullen know a way round this. For example Scorpion responds to the prompt *Finish Him* by first throwing his opponent then performing his death move — minus the Block button. It's important that the move is performed mid-throw mind, otherwise the technique doesn't work. Wren, Johnson and Cullen also point out that the Reptile met by Scorpion is named Scorpion also. Weird! Champion stuff lads, you get the three free EA games!

CHRIS JENNINGS
Your disgraceful attempt at a Street Fighter II mini-guide is on its way back to you. Not only is it a tiresome list of special moves but it includes the 'S, U, C, M, Y, L, A, R, D, Y, B, A, L, L, S' cheat. Honestly, some people just don't get it do they!

PGA TOUR GOLF II



Patrick Malcrone had the balls to write in from Redditch with his cunning cheat for PGA Tour Golf II. It enables cakka players, such as myself, to win loads of cash in Tournaments or Skin Challenge games. It's achieved by tricking the game into playing on amateur level throughout: Select Tournament or Skins Game on the first tee. Next return to the Clubhouse and request a practice round playing from the amateur tees. Once at the first tee, restore the last game and from the second hole onwards the play continues at an amateur level. What a skank!

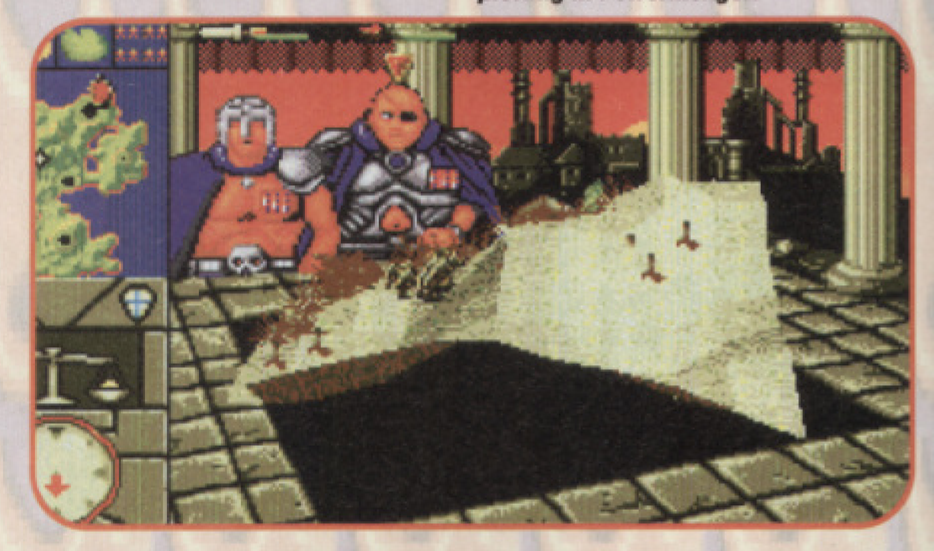


POWERMONGER

Mark Watson addressed his letter to 'Whomever's reading'. Tsch — it's flippin' me innit! The section isn't called 'Paul's Tips ' for nothing Mark! Anyway Wallsend Watson kindly supplies the passcode for all 195 lands conquered on Powermonger. Apparently it only took him a week to find it!

Mark Watson's Powermonger Code:
HYNAMBEWG
That was Mark Watson's Powermonger code, everyone.

▲ ***The gods gather for some serious plotting in Powermonger.***



SUNSET RIDERS

For the most part, Konami's respectable conversion of Sunset Riders is pretty straightforward, needing no guidance at all. However the boss characters are cunning varmints and it's lucky Leon Hovell has seen fit to advise us all on what tactics are best employed to beat them.

Simon Greedwell: Keep your cowboy to one side of the screen, having them fire diagonally up at Greedwell and the barrels protecting him. Of course it's necessary to dodge the bullets and account for the bandits appearing above every once in a while. Nonetheless this is the best angle to take here.

Paco Loco: Vigilantes are safest perched on the top of the left-hand carriage where they take pot shots at Paco from a safe distance. Be wary of the bandits shooting from the carriage windows though.

Chief Scalpen: Have the cowboys make Scalpen rain-dance off the rocks with concentrated gun-fire. Sliding is the key to avoiding Scalpen's knives though it's possible to shoot them away also.

Sir Richard Rose: Dastardly Dick begins his attack by lobbing sticks of dynamite. Take your fighter to the first floor to attract Rose's first shot. When it comes have your fighter duck to avoid it and clamber back down to ground level. The aim of the early stage of the battle is to waste Rose's concrete shield. Once this is achieved lead your fighter to the top platform to attract Rose's aim and take them back down to return the fire. Repeat this over and over until Richard Rose rolls over and throws his toes!



MASTER SYSTEM

WIMBLEDON TENNIS II

It could have been worse. It could have been 'Wimbledon **Football** II' — now there's a tragedy in the making. Thankfully it's not and equally gratifying are Derby-boy Matthew Neville's list of passcodes to reach the finals in each country:

Preliminary Final: GOCKHDTHBJAKEE
American Final: NOKKHOHKBJBREE
Australian Final: NHQXJHHAGFCQFB
French Final: TKPHLFKFDCJRMH
Wimbledon Final: IKJHQJ0EEDCJMMH

BLACK BELT

Jonathan Downing scrapes the barrel of his tips repartee with this mouldy old one for Black Belt. A secret level exists but is only found upon having first completed the game. Once *Wang* is turned to stone and the hero is walking off with the girl the screen appears telling players that they have saved the world etc, etc...At this screen press buttons I and II whilst repeatedly rotating the D-pad in a clockwise direction. When the music fades players enter chapter 7!

GAME GEAR

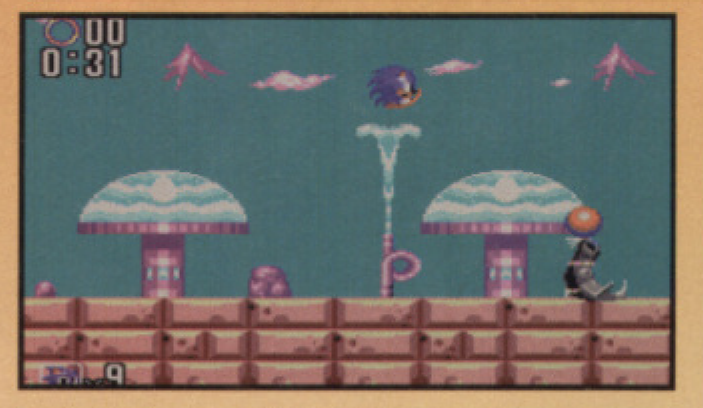
DEFENDERS OF OASIS

In order to save the Game Gear from extinction within these pages Giles Read and Chuck Frame — great names — begin with this Sound Test cheat for Defenders of Oasis. Access this by pressing buttons I and II, UP and START on the title screen.

EVIL STAR

The Game Gear is being poorly represented in these pages of late, but it falls upon you, oh readers, to supply the tips. Having worked this out already Chuck Frame and Giles Read are setting the world to rights — in so far as it applies to the Game Gear at least. Their second cheat of the month is for Evil Star and is the best tactic for defeating the first boss. Oh well done! Here it is anyway: Move the ship as close as possible to the boss, use the special weapon and keep shooting. The boss dies in no time. Crikey

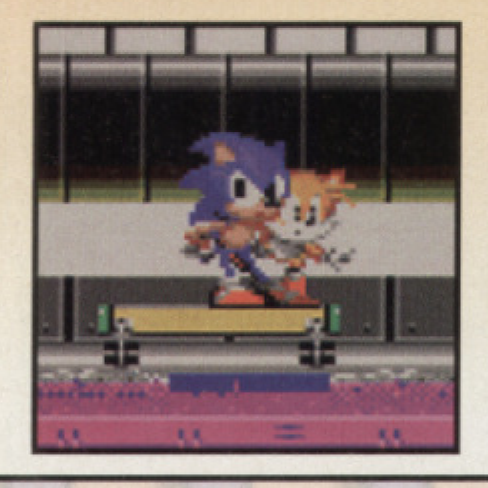
SONIC THE HEDGEHOG 2





SONIC II

The way Sonic's release schedule for games is going it seems the little blue hero's being handed chances as it is, without the help of Matthew Oxenham's extra lives trick. Nevertheless the possibility for Sonic's collection of an almost limitless supply exists in Act II of the Sky High Zone. At the very first drop have Sonic career off the edge making sure he avoids the cloud. Upon reaching the bottom of his fall he discovers a platform with a spring attached to it. From here he heads left, rolls into a ball and claims an extra life from a monitor secreted in a room. Another spring sends Sonic back to the start of the level from which point he is able to repeat the process, over and over again. By the way, thanks for the map Matthew.



TALESPIN

This game's quite fiddly as it goes and loss of energy during the levels featuring the aeroplane is usually expected. Not, however, if you are Giles Read or even his mate Chuck Frame who have nine lives and infinite energy at their beck and call. They achieve this by pausing the game during the aeroplane stages and rotating the D-Pad clockwise. Once a bell is heard un-pause the game and there you have it!









PRICE TBA

BY TENGEN

RELEASE IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: POOR
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

68,000

ORIGIN

Awesome Possum draws on environmental awareness for inspiration, but basically it's a pile of old platform dross.

HOW TO CONTROL

The D-pad is only used for right/left movement.

A JUMP!

B JUMP!!

C JUMP!!!

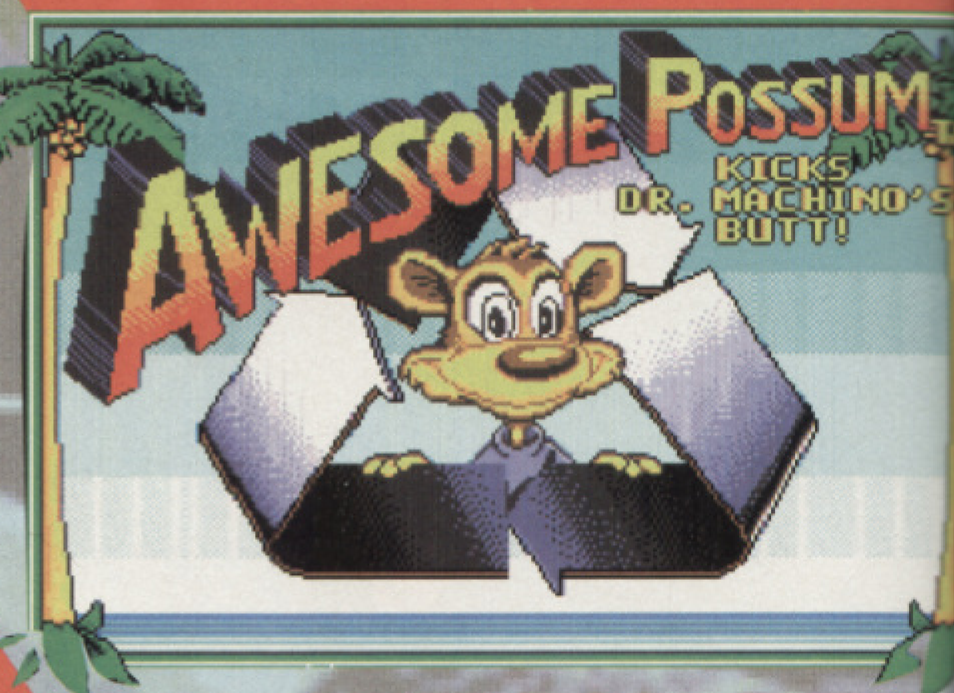
S PAUSE

HOW TO PLAY

Reach the end of the level (zzz), and answer ecology based questions.

If you think we're living in an ecological madhouse, just wait until we get into the next century. Instead of being green, it's trendy to be wasteful and destructive. At the heart of this is Dr. Machino, who is using automatons to destroy the environment as quickly as possible. In the world's most sensitive zones: rain forests, oceans and the polar regions: his mechanical monstrosities spew pollution and hunt endangered species.

But one tiny creature has evolved to face him off. Awesome Possum is a super-hero version of that furry little marsupial that sleeps in trees all days. He sets on a global mission of mercy, taking on the Machinoids, and cracking merry quips as he goes.





COMMENT



GUS

Okay, Awesome Possum is supposed to be a 'green' game, so let's talk environmental. Let's talk RECYCLING — because this uses just about every crusty idea in platform games since the dawn of time, particularly the way it rips off Accolade's Bubsy (making even it look good in the process). Let's talk WASTE — like, 16 megs worth of sampled quips. The speech adds absolutely nothing to the game, being unamusing, repetitive and annoying because you think how the memory could have been used to make a better game. Finally, let's talk GARBAGE — which this frankly is. The scrolling is appallingly jerky, the graphics abysmal and the collision detection shabby. Also the game is mind-numbingly dull. Awesome might be out to kick Machino's butt, but he can kiss mine.

HITCHIN' A RIDE



▲ *Dead and gone mate — just like this game should be!*

Some endangered species are waiting to lend a hand to Possum's quest. In the rain forest, a lonely rhinoceros goes charging, and Possum may jump on his back. There's also a giant mutant bee to fly, and the underwater assistance of a manta ray.



COMIN' AROUND AGAIN

Awesome Possum's gameplay may be summed up in a single word: platform. All the conventions of the genre are included: spring boards, restart points. Awesome even uses a bottom-bouncing attack. Each level consists of mobile meanies that drain Possum's energy at a touch. However, there is a litter of icons that offer healing power, super jump and super speed.





YOUR CHOSEN SUBJECT

Between levels there's an 'educational' bit, when Possum is quizzed by a group of animals, on eco trivia like how many trees could be saved by recycling all the paper in America. You struggle with a choice of no less than three possible answers, elicited by the joypad buttons. Getting it right gets a point bonus.

COMMENT

LUCY

Too little, too late, too bad! Platform games have been utterly swamping the Megadrive market for the last year now and we certainly don't need any more unless they're really something. Awesome Possum definitely isn't. Crap graphics, dull gameplay, impossible controls and sprite detection, an appalling attempt at humour and unoriginal everything. The only okay thing about it is the digitised speech but that's no reason to buy a game — quite frankly, you'd have more fun trying to flush your 40 quid down the karzi!

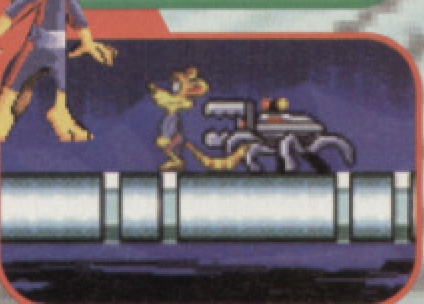
JIVE TALKIN'

A big deal is made out of Awesome Possum being a talking character. This has been achieved by sampling about 80 phrases as a vocabulary, which Awesome utters as you play. His little gems reflect if things are going badly or you're pulling some great moves. You can reduce the frequency of the speech on the title screen



▲ Please do not feed the Possum. We're trying to shut him up.

▲ Get me a bleedin' dentist!



▲ One false move and the tail gets it!



▲ Get OFF me you mutated hedge trimmers you!

THANKS DUE...

Once again to the Video Games Centre in Bournemouth, for this game. Martin is on hand to deal with enquiries on 0202 527314.

LONG TERM REPORT	
HOUR	■■■■□
DAY	■■□□□
WEEK	■□□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■■□□
ACTION	■■□□□
REFLEXES	■■■■□
ORIGINALITY	□□□□□

PRESENTATION



71

▲ At least there's three skill levels, and an eco-theme.
▼ Otherwise, presentation is shabby.

GRAPHICS

60

▲ Er, variety between levels and they get slightly better on later levels.
▼ Mostly terrible: abysmal sprites, backgrounds, scrolling...

SOUND

79

▲ No less than 80 rib-tickling samples, ushering from Awesome's mouth.
▼ Did I say rib tickling? I lied.

PLAYABILITY

41

▲ The first level is marginally okay to play, because of the speed.
▼ The whole game is annoying, tedious, frustrating, limited and predictable.

LASTABILITY

37

▼ Really none. After a few goes, the Possum will become an extinct species for your Megadrive.h

OVERALL

39

A horrible little platform game. So drab, dull and lacking in inspiration — it must cry itself to sleep at night.







PRICE	PRICE:£39.99
BY	ACCOLADE
RELEASE	JANUARY 1994

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY
TOURNAMENT SAVE
SKILL LEVELS: 1
RESPONSIVENESS: ROPEY
GAME DIFFICULTY: HARD

1ST DAY SCORE

0-1

ORIGIN

Pelé was the football hero who led Brazil to victory in three World Cup tournaments. He has had a hand in the design of the game.

HOW TO CONTROL

The D-button drives your selected player around the pitch, while the A, B and C keys result in different actions depending on whether you're on offense, defense, and whether the ball is in the air.

A Switch players (sometimes). Stop the game and scroll

B Short boot along the ground. Head the ball.

C Hoof it. Bicycle kick. Slide tackle/fall over.

S Pause for action replay, make substitutions.

HOW TO PLAY

Oh good grief. It's Football isn't it? You know how to play football don't you?

PELÉ SOCCER

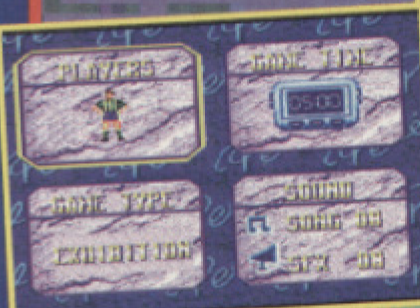
Edson Arantes do Nascimento was the name on everybody's lips during the 70s when he was the most absolutely spectacular soccer player in the world and the sport's greatest ambassador. Actually that's a lie because the name that was really on everybody's lips was Senor do Nascimento's alias, Pelé. After moving from his native Brazil to play for the New York Cosmos this football superstar went on to star in eleven movies, write five books and sponsor numerous soccer camps, committees and councils. And now he's put his name to this football simulation by Accolade.

Pelé! Soccer lets you play in friendly matches or tournaments as any of 40 international sides. You can play against a computer opponent or a pal, and of course, the usual rules apply, fouls, corners and even (somewhat unusual this) the off-side rule.



▲ *Games action ahoy in this action packed screen*

▲ *Cheers, Pelé!*



▲ *Options, options, get your lovely options.*

COMMENT



PAUL G

Please someone, tell me. This is a joke, right? It's real title is 'Abbot And Costello Play Football' isn't it? Because if this is a serious attempt at creating a football game, the only words to describe it are unprintable in a family publication like MEAN MACHINES. For starters, the goalkeepers are practically impossible to beat. You get within six feet of the keeper, your striker mysteriously falls over and somehow the ball is in the goalie's hands. Shoot from anywhere and the keeper has saved it. Then there are the bits where the computer teams sneakily take their corners BEFORE THE CORNER OF THE PITCH HAS SCROLLED ONTO THE SCREEN! There are other hilarious oddities I could mention, but I think I've twisted the knife enough. This is absolute dross.

COME ON TEAM!

There are 40 teams for you to play as in Pelé! Soccer, but because none of these teams have actually endorsed the game they are generic. For example, the English contenders are Liverpool, Manchester and Norwich, though they're not actually Liverpool FC, Manchester United or City or Norwich FC. That explains why the Liverpool squad is made up of names like Tosheck, Keagan and Burnes — obviously dyslexic, behind-the-times imposters for John Toshack, Kevin Keegan and John Barnes who aren't fooling anybody. Each player comes with his own set of statistics to help with those, 'Right, You're In Goal' decisions. Teams come with their own exotically designed home and away strips or

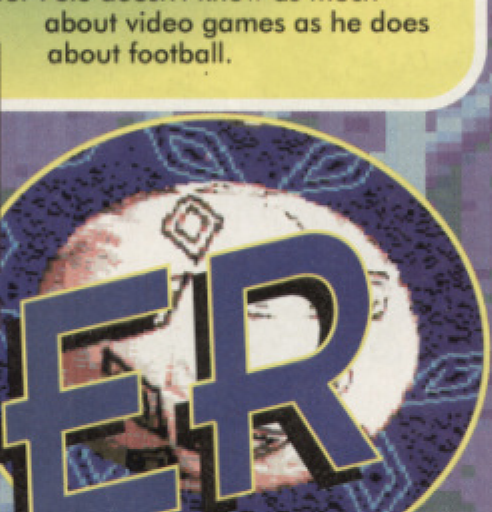


▲ *Two supermodels wait to don tan kits.*

◄ *Class of 1977, Lucy Hickman at the back with the Bay City Rollers top.*



This is a shot of Pelé at Accolade's American HQ, playtesting the game and adding his own comments. From the start, Accolade intended the use of Pelé to be more than just a name to stick on the box. They wanted to call upon his years of expertise in the development stage. Pelé made several recommendations that led to gameplay alterations, and his playing tips to the player appear on the presentation screens. Sadly, it looks as if our Pelé doesn't know as much about video games as he does about football.



COMMENT



GUS

Well, um, Paul really has left me with not a lot to say. I can't pretend that Pelé is a good soccer game; it's not. That's not to say that a lot of effort and good ideas didn't go into the game; they did. League and tournaments, kit changes, action replays, Pelé's tips; all nice stuff, but maybe a bit superfluous on a cart limited to only 8 megs, and including grainy video sequences is frankly irresponsible with that memory capacity. But let's not beat around the bush, Pelé's problems go a lot deeper. The goalie has magnetic hands, and his feats make scoring more than a tad difficult. Also, controlling the players is often more trouble than this it's worth. Now that Megadrive football games have moved into the Superleague with FIFA Soccer, this contender from Scunthorpe is playing to empty terraces.

OH COME ON REF!

▲ ***Quick here comes the sunshine coach!***

The referee is certainly kept on his toes in this game and he blows for a foul at the drop of a hat. On most such occasions even Jimmy Hill could not blame the accused player for decking the ref, because most of the offences are questionable to say the least. Most of them occur in the midst of some frantic action (during which the ball disappears) which suddenly halts when the whistle is blown for some mystery misdemeanour. You might cringe in fear at the thought of one of these surprise fouls resulting in a penalty, but the danger is slim. As your opponent steps up to take the kick, his aim is clearly indicated by a line of 'O's, and there's none of those 'look one way and kick the other' tricks. Mind you, that would only matter if the goal keeper wasn't a super-athlete

▼ ***Activating magnetic ball-attracting wristbands. Zzzst.***



PRESENTATION 78

▲Fair selection of options.
▼Those options are very tackily presented. Player controls can go all over the place.

GRAPHICS 61

▲Big sprites. A little digitised sequence accompanies goals and fouls.
▼The way the ball occasionally disappears is most disconcerting. The programmers' short-cuts on the graphics are very obvious.

SOUND 30

▼Nauseating Hammond organ music. The singing, screaming crowd sounds like the spectators at a St Trinian's hockey match.

PLAYABILITY 28

▼What playability? Even in two player mode it's a complete joke. Pelé is a struggle to play.

LASTABILITY 25

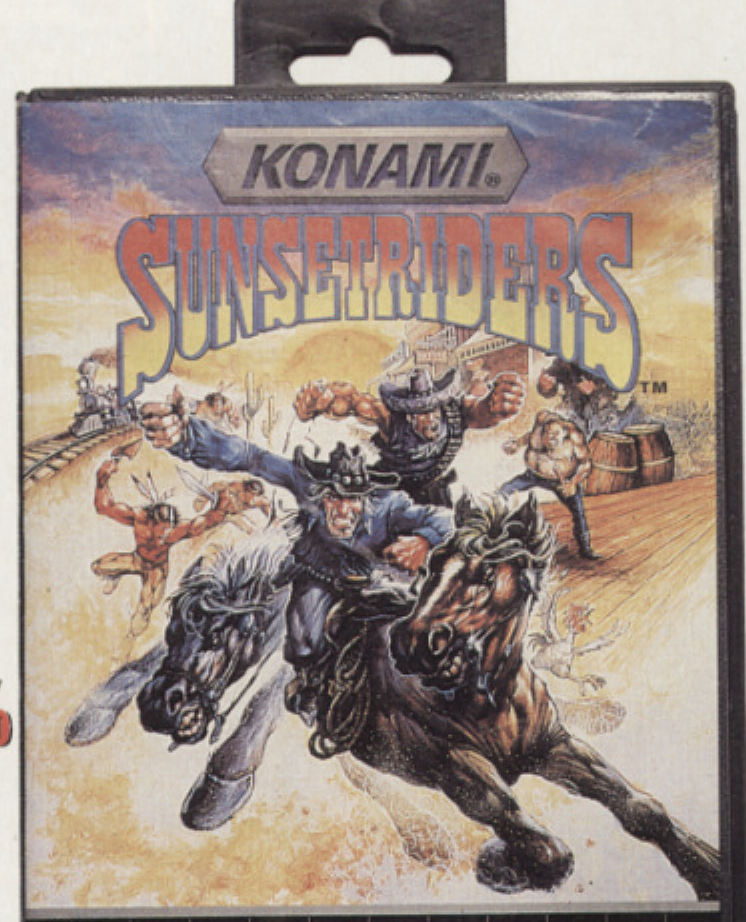
▼Not a chance.

OVERALL 30

A terrible football game which is an affront to the good name of soccer and the good name of Pelé.

"KONA





It has obviously had a lot of attention paid to every aspect of its production... it's superb. MEGATECH 87%

Very impressive SEGA PRO 87%



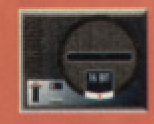


A top class product with attention to detail second to none. Amazing. MEGA ACTION 94%

RKA is possibly the best game on the Mega Drive ever. GAMESMASTER 92%



Konami (UK) Limited Konami House 54A Cowley Mill Road Uxbridge UB8 2QE Telephone: 0895 853000 Fax: 0895 853003





1-2 PLAYERS

PRICE TBA

BY SEGA

RELEASE JANUARY

OPTIONS

CONTROL: 3- OR 6-BUTTON JOY PAD
CONTINUES: INFNITE
SKILL LEVELS: 3
RESPONSIVENESS:GREAT
GAME DIFFICULTY: ROCK HARD

1ST DAY SCORE

BEAT THREE OPPONENTS

ORIGIN

A brand spanking new all-original title from Sega.

HOW TO CONTROL

A	LIGHT KICK/PUNCH
B	MEDIUM KICK/PUNCH
C	HEAVY KICK/PUNCH
X	LIGHT PUNCH
Y	MEDIUM PUNCH
Z	HEAVY PUNCH
S	PAUSE/PUNCH-KICK SWITCH

HOW TO PLAY

As one of Nine dead 'ard fighters, scrap your way through the opposition using you hands, feet or anything else you can get your hands on.



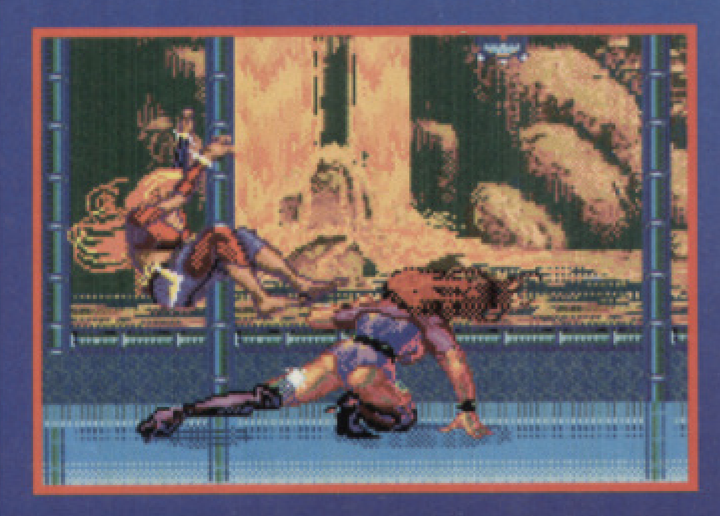
ETERNAL CHAMPIONS

You don't know me, but my exploits will shock the world. I'm the Eternal Champion, the collective spiritual force of all the warriors ever of every place ever ever. Not surprisingly, this makes me just about the hardest man that ever lived. But contrary to what you may think, I'm actually a placid and benevolent spirit. And you can read MY story, only in tomorrow's SCUM.

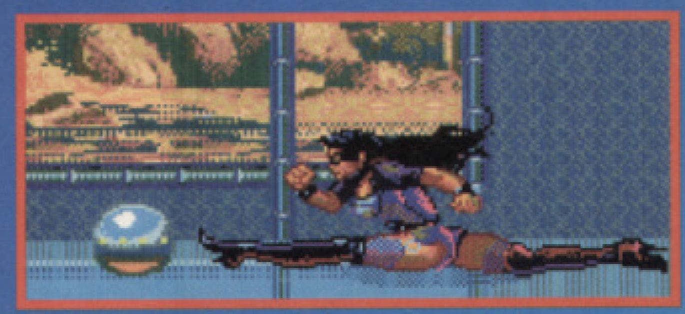
For millions of years now, since man first learned to hit his neighbour, I've been here in my realm, not doing much. But now, the very fabric of time and space is being threatened, and not even I can save it. The only hope for mankind lies in the hands of one of nine warriors, each from a different time period, from the past, to the future, (although the way things are going there aren't going to be more than a couple of days of that).

I have given these nine, who were all tragically killed at crucial moments in the time stream, a chance to live again. First, they must battle each other, and then the remaining fighter must face me, and I'm a bit tasty, you know. I can look after meself. Anyway, if they can defeat me, they'll be placed back in time a few seconds before their death, with knowledge granted to avoid their fate.

What happens after that is a bit of a mystery to me, but you can rest assured I'll make something up to get a few quid, and you can read all about it only in tomorrow's SCUM, priced 20p from all good newsagents. And then you can buy my book that I'm writing. Go on, it'll be dead good.



▲ *Fighting your own hologram is just one training mode*



▲ *The spooky orb is a whole separate training game.*

SHADOW

Once a corporate Ninja assassin, Shadow Yamoto was the best there was in t he Black Orchid organisation. Her speciality was ending lengthy drawn-out corporate takeovers with a swift killing. This was fine with her until some-one pointed out that if a job wasn't completed to the customer's satisfaction, she too would be offed. After this, she refused to kill anyone ever again. Sadly, large Ninja organisations don't take too kindly to this sort of behaviour and put her out of a 101st storey window. Lovely.

SPECIALS MOVES:

SHADOW MODE: Pressing X, Y and Z simultaneously causes Shadow to melt into her namesake. Moving as a living shadow, Yamoto is invincible for a full five seconds.

TWIRLING FAN ATTACK: This begins with one to three deadly kick rolls (depending on the strength of the attack), and ends with a lashing blow from her razor-sharp Ninja fan. However,r if this move is blocked, Shadow is completely defenceless.

STRATEGY Shadow is one of the fastest characters in the game. Her leaping attacks are useful to open an opponent up to a Twirling Fan Attack — if you're fast enough.



TRIDENT

Trident's a genetically engineered gladiator from Atlantis who gained his name from the pronged weapon used to replace a hand he lost in battle. Whilst the warlike Italians were off killing people, the Atlanteans were using their advanced scientific knowledge. One day it was decided the continent just wasn't big enough for the both of them, and a contest was announced. The loser's race would be condemned to live under the sea forever. Trident represented Atlantis, and was completely slaughtered when the Romans rigged the fight. The Atlanteans can currently be found under the ocean.

SPECIALS MOVES:

PLASMA BOLT: Trident has a number of moves which slow his opponent down or protect him. By combining all of these he can launch a highly-charged plasma bolt at his foe.

LIQUID MODE: Avoid those pesky oncoming attacks by turning yourself into a human wave! Cowabunga!

STRATEGY: If an opponent launches at you with a leaping attack, counter with the Slow Field, then follow up a heavy attack. This should knock them far enough back to get a quick plasma bolt in.



RATING

Speed	●●●●○	Recovery	●●●○○
Endurance	●●○○○	Defence	●●●○○
Power	●●●●○	Equilibrium	●●●●●



RATING

Speed	●●●●○	Recovery	●●○○○
Endurance	●●●○○	Defence	●●●●●
Power	●●●○○	Equilibrium	●●●●○

WHO'S WHO



Each of the players on offer in Eternal Champions are wildly different in abilities and the way in which their powers are put to use. Here is a full, in-depth list of all the chaps and chapesses in the game, the publicly-known special moves and their general play style:

COMMENT

RAD

Just about every beat 'em up in the last couple of years has been touted as a Streetfighter Beater, and Eternal Champions is no exception. The difference is, though, that this is one game that comes as near as dammit. The two main advantages it has are the amazing speed and the absolutely rock hard almost impossible difficulty setting. It isn't frustratingly difficult, as you learn with every game you play and get better and better, but it'll take as long to master as Streetfighter. The combo potential is excellent, especially once you start learning the "secret" moves not in the manual. In fact, with the all-new characters and all-new (and very original) moves, this is like having Streetfighter 3. The training sections add a lot of depth, with the Danger Room being pretty much an extra bonus game. Overall it's one of the best Megadrive games ever. Perhaps it's time Capcom gave players an all-new Streetfighter instead of endless rehashes, as the Eternal Champions team have given their world-beater a real run for its money.



LARCEN TYLER

Being a Roaring Twenties kind of guy, Larcen had few career options open to him other than Gumshoe or Gangster. He chose the latter and became an expert cat burglar. However, Larcen refused to kill anyone. One time, he accepted a job from crime boss Taglalini, which entailed placing a box, supposedly false evidence, in another crime boss' apartment. When Larcen got into the address he realised he's been set up. It dawned him the package he was holding was probably a bomb, and he was proved right when it exploded, killing him.



SPECIALS MOVES:

CEILING DROP: Using his hand and foot climbing spikes, Larcen crawls across the top of the screen, ready to drop down on his foe. He is exceptionally vulnerable to flying attacks here.

SWINGING HAMMER FISTS: Also known as the Hammering Fists of Fury, this attack dazes and confuses opponents, as well as inflicting severe damage if unblocked.

STRATEGY: Larcen's best tactic is to use his Ceiling Drop special attack which is good for flooring opponents. His Grapple Swing move is best after this, as it strikes at long distance whilst leaping Larcen out of range.

RATING

Speed	Recovery
Endurance	Defence
Power	Equilibrium

MIDKNIGHT

A brilliant bio-chemical scientist, Mitchell Middleton Knight was on loan to the CIA from Interpol, working on a new bio-chemical virus weapon which would eventually end the Vietnam war. Sadly, he succumbed to a vicious attack of the scruples and backed out of the project at the last minute, not wanting to kill loads of people. Fleeing to London, Midknight was cornered by CIA and Interpol agents and in the ensuing struggle fell into a vat of his own chemicals - mysteriously transforming him into a vampire-like creature. Midknight eventually died after refusing to renew his life-force by drinking human blood. What a guy.



SPECIALS MOVES:

LIFE DRAIN: Obviously having had second thoughts about this vampire business, Midknight now doesn't think twice about grabbing his opponents head when at close range and draining about 17% of their energy.

MIST ATTACK: Transforming himself into an invincible gaseous mist, Midknight floats around and attacks his enemy from above.

RATING

Speed	Recovery
Endurance	Defence
Power	Equilibrium

STRATEGY: Midknight works best at close range. Use his Hypnotic Command move to entice his enemies nearer and then use a rapid Life Drain.



BLADE

A bounty hunter with a bad temper, Blade was mortified and frustrated when he was refused entry into the A-Team. Vowing revenge on Hannibal Smith and his gang, Jonathan Blade set himself up as a lone figure of justice, although he was known to work closely with the police. On one undercover case, Blade was dispatched to deal with a rogue scientist who'd developed a virus capable of killing all mankind! Sadly, thanks to police interference, Blade's bust went sour and the vial containing the plague was broken! Aieee!

SPECIALS MOVES:

TRACKING BLADE: A powerful rocket-controlled saw blade homes in on the enemy and explodes after digging into their flesh.

POWER DRAIN: Not unlike Midknight's Life Drain, but works at a much longer range. Blade launches his Power Probe from his wrist into his opponent's forehead. Not great on the damage stakes, though.

STRATEGY: Blade is another character who functions most efficiently at a distance. Use Tracking Blades to weaken an opponent, then hit them with a Power Drain whilst they're stunned. Watch out for aerial attacks, though.



JETTA MAXX

A rebellious circus performer and cousin to Czar Nicholas II, Jetta was an astounding gymnast and martial artist. Her circus troop was unfortunate enough to visit China during the Boxer rebellion, and ever compassionate, Jetta pledged to aid the cause of the heroic underlings by infiltrating the Righteous Harmony Fists group. Unfortunately, she was wasting her time, as a she was assassinated whilst giving a command performance for the Emperor of China.

SPECIALS MOVES:

FLYING CHOKE HOLD: Using her magic radio-controlled bracelets, Jetta can hang her opponent by the throat from long distances.

PHASE: Jetta is able to make the molecules in her body move twice as fast, giving her boosted speed with which to dazzle her foe.

STRATEGY: In phased mode, no-one can match Jetta for speed. If you think you can handle this turbo movement, your best bet is to use flying kicks or throws and then retreat to avoid retribution. You can attack three or four times before slowing down again.



RAX

An ex-kickboxer, RAX's career was cut short by the advent of Cyber Fighting. Having never achieved the coveted World Title, RAX immediately sought out the nearest surgeon and had most of his body replaced with robot parts. He rapidly rose through the rankings until a shot at the title loomed. Sadly, the promoter of the fight saw a big loss in cash in the making, and so traded RAX's life by plating an electronic\ virus in RAX's brain. All of the poor chap's vital systems were shut down just seconds before he could deliver the winning blow to the reigning champion.

SPECIALS MOVES:

JET KNEE SMASH: Kicking in his foot-mounted afterburners, RAX flies across the screen at great speed, driving his opponent into the wall.

OVERLOAD: By focusing all his power in one fist or foot, RAX delivers a mega-powerful charging punch or kick at his enemy. This takes a little while to charge up, though.

STRATEGY: Use RAX's long range attack, the Lock On Missile, to weaken the enemy from a safe distance, and then use an Overload attack once they're set up. He's slow moving, so try to keep your distance.



XAVIER

More a victim of circumstance and bad judgment than a real hero, Xavier was done in by his career moves. After nailing red-hot shoes to the mayor's prize horse and subsequently losing his smithing job, Xavier turned his hand to the noble art of alchemy. Whilst not discovering the legendary lead-gold, gold-lead formula, Xavier did discover a way to create limitless, clean-running energy. Sadly, living in Salem, 1692, Xavier's kinsfolk thought he was a warlock and burnt him at the stake. There's always one, eh readers?

SPECIALS MOVES:

DRAGON TRAP: Xavier's neighbours were probably right about his witchcraft, actually, as he is in possession of a magical staff. This move snares his opponent in the cane and holds them for the ensuing attack.

IDENTITY CHANGE: Lead into gold? Kid's stuff. Xavier is able to change his foe into another entity entirely, thus confusing them muchly.

STRATEGY: The Identity Change move is only useful against human opponents, who are much more easily flummoxed. Instead, wait for you opponent to attack and swiftly use the Dragon Trap to give yourself a good position.





SLASH

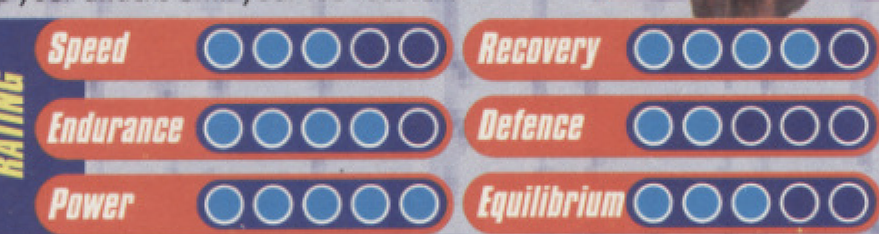
As guitarist in popular rock band Guns 'n' Roses, combat opportunities were a constant part of Slash's...oh sorry, wrong Neanderthal. As an exceptionally intelligent homo habilus, Slash's strategical thinking made him the best fighter of his generation, and also the inventor of the fax machine. The elders of his tribe resented his brainbox attitude, and ability to have early draughts of his new "wheel" invention over to New York within ten minutes. Spurning his ideas on agriculture, which would have freed the community from their dull hunter-gatherer existence, the elders plotted against Slash,and proclaimed him to be an evil spirit at the next tribal gathering. Slash's community then stoned him to death. Maaan.

SPECIALS MOVES:

BATTER-UP CLUB SWING: Not, as you may think, a particularly impressive soft-shoe routine for primitive social gatherings, but a rather nasty uppercut swipe with a chunk of wood.

SPINAL CRUSH: Using his club to vault onto his opponent's head, Slash's great weight becomes his deadliest weapon, crushing the backbone of his enemy.

STRATEGY: Slash is very slow moving, but incredibly powerful. Keep blocking until you see an opening and use it to drive home. Always follow up your attacks until your foe recovers.

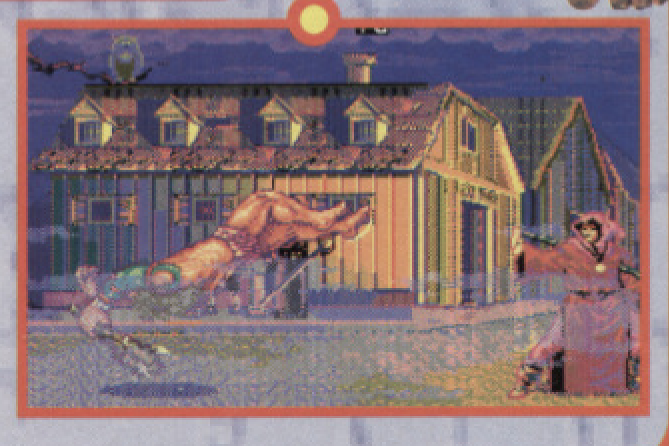


COMMENT



JAZ

Here's Sega's answer to Streetfighter II, and what a tasty reply it is. Featuring brill graphics, stunning animation, oodles of different play modes and superb, highly challenging and addictive gameplay, this really is a classy beat 'em up. One-player mode is more fun than Streetfighter II since there are more play options and the computer opponents are far harder to beat. But in two-player mode, Streetfighter II beats it - but only just. But fabulous though Eternal Champions is, there is a down side - its exorbitant price tag. I really think that £60 is far, far too much for any game, no matter what it is, how good it is or how big its memory is.



LONG TERM REPORT	
HOUR	■■■□□
DAY	■■■■□
WEEK	■■■■□
MONTH	■■■■□
YEAR	■■■□□

BREAKDOWN	
STRATEGY	■■■□□
CHALLENGE	■■■■□
ACTION	■■■■□
REFLEXES	■■■■□
ORIGINALITY	■□□□□

PRESENTATION 93

▲Hosts of options like you would not believe. Training, speeds, replays, you flipping name it...

GRAPHICS 90



▲Large, clear and detailed sprites, each one highly individual.
▼Animation is a bit on the stiff side.

SOUND 82

▲Good quality tunes and effects...
▼But they're all a bit quiet and muffled.

PLAYABILITY 97

▲Almost limitless potential. Tons of special moves, great combo potential and super-fast moving gameplay. The controls are very fluid and responsive.

LASTABILITY 98

▲Super, super very hard indeed. Plus the two-player mode should see the game lasting until the end of time. Nearly.

OVERALL 97

At least as good as Streetfighter 2, both these games should nestle comfortably next to one another on your games shelf.









PRICE	TBA
BY	JVC
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSCODE
SKILL LEVELS: 1
RESPONSIVENESS: SLOW
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Beat the Swordmaster.

ORIGIN

Monkey Island was programmed by Lucasfilm Games for the PC, Mac and Amiga. They invented 'point and click' adventures.

HOW TO CONTROL

The D-pad is used to move the onscreen cursor that controls all functions of movement, object, conversation and action.

A SELECT OPTION
B NO FUNCTION
C NO FUNCTION
S OPTIONS SCREEN

HOW TO PLAY

Monkey Island is an adventure, split into various parts. The aim is to solve the mysterious secret, by meeting people and solving puzzles.

MONKEY ISLAND

Listen hear closely, young buccaneers of the Caribbean, to the tale of Master Guybrush Threepwood. It may not be for me to tell 'ee of the Legend of Monkey Island, for it's fair to say that it's the first story that mothers tell their little ones, and if ever a story comes out of a campfire circle, it's Monkey Island on the yarn teller's lips.

Now, young Guybrush is a lesson to all those who dearly yearn for the sea-faring life and adventure, but feel they can't, by dight of their name, or manners or other such matter. Young Guybrush wanted to be feared, though his name only brought scorn; he wanted to be a scurvy knave, though he still excused himself from the table. But by taking on the ghost pirate Le Chuck, and solving the secret of the Monkey Isle, he finally became what he most dearly desired to be; a pirate, har har!





PETIT POINT

You view Guybrush on screen, and control his actions via a cursor and one of the joypad buttons. Moving the cursor on the action window and clicking gets Guybrush to move to that part of the screen. If the cursor crosses an interactive object, its name appears at the bottom of the action window. Below that window is a list of commands, and a space for an object inventory. Clicking on these makes Guybrush do things, or use objects in his possession.







THE THREE QUESTS

The Scumm Bar in is your first port of call, with the regular old sea-dogs on hand to give you clues on how to proceed. The real information is supplied by the important-looking pirates, who tell you the three tasks you must perform to finally become a pirate.





▲ *The crew are restless, Cap'n.*

COMMENT

GUS

Games programmers are not usually renowned for cracking gags but the guys who put together Monkey Island must be a riot. This is sure to be the funniest console game you've ever played. You'll snigger at the sight gags, grin at some of the characters — even the puzzles are amusing to solve. Monkey Island is simply a classic amongst adventures, and it's a shame Mega-CD owners have had to wait so long. Brilliant graphics, a vast amount of gameplay and all done classily. I've only two gripes — the disc access can sometimes be achingly slow (especially during sword fights), and there's no speech. Even the music is intermittent, so silence reigns for a considerable amount of the time.However, this is one of a growing band of games that makes buying a Mega-CD an attractive proposition. God's speed to an official release!





TO WIT

An important aspect of Monkey Island is the humour. Don't expect a pirate adventure in the mode of a deadly serious 'Treasure Island' tale. The programmers have added loads of jokes, and more than a few surprises.



▲ *What a nice place you have here!*

▼ *You get a lovely view in the morning.*

LONG TERM REPORT	BREAKDOWN
HOUR	STRATEGY
DAY	CHALLENGE
WEEK	ACTION
MONTH	REFLEXES
YEAR	ORIGINALITY

COMMENT

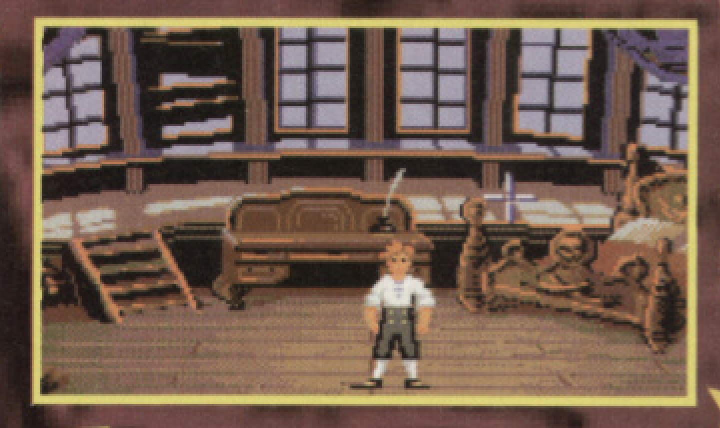


PAUL

Ooh what a lovely game this is. The PC version of Monkey Island got me re-addicted to adventure games after I played it a couple of years back, and no doubt this will do the same for Mega-CD players who have had to endure months of mediocre titles for their machine. Monkey Island is a riot of laughs from start to finish. The graphics and gags are amazingly entertaining and it just gets better and better the further you get into the game, the grand finale being utterly spectacular! I'm surprised that the save game facility is in the form of a password rather than the more convenient trick of saving to battery-backed memory, and it's a shame that the disc access is a bit slow, but I didn't find it too obtrusive and thankfully it's nowhere near as bad as Dynamix's Adventures of Willy Beamish. In fact, this is one of the best games I've played on Mega-CD, and even if you only touch adventure games with 12ft barge poles, I'd recommend you try this .

THE ISLAND OF MELEE

You start on the Island of Melee, overlooking the main town of the island. This first part involves three drawn out quests, before you even get to set foot in a boat. Without giving away the plot, meet some of the natives:



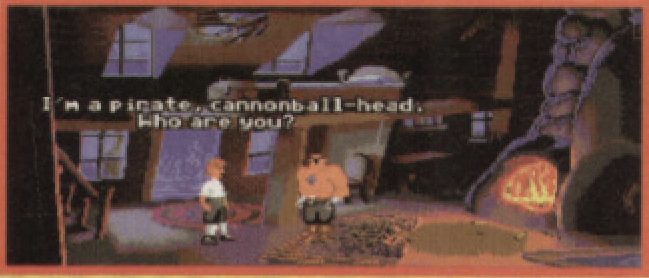
THE FORK

At this point where the road branches, there's a decidedly dark looking forest. Not recommended for scaredy-cats, or those with no sense of direction.



MEATHOOK

This recluse lives on Hook Island, and his holiday home business was shut down years ago after a nasty accident. He amuses himself with a speaking tattoo he has on his chest.



THE USED VESSEL EMPORIUM

Stan owns the best (the only!) second hand boat yard on Melee Island. His motto: there's one born every minute - and your it.



THE SWORDMASTER

Finding Carla is tricky, and getting to fight her is even harder. She has a rapier sharp wit, and a quick temper. She has an admirer in the town.



CAPT SMIRK

He's the man to see for training in all dangerous sports. Actually the guy is a rip-off merchant with a serious attitude problem.





NIGHT FLYTE

Sword fighting is a real treat. Instead of cuts, you trade cutting remarks! By engaging the pirates who wander the paths, you learn an armoury of abusive statements, and equally brusque replies. Back in the knife drawer, Ms. Sharp!







▲ *You need a touch of the Fanny Craddock's on the ship.*

▼ *Big Top action, and a dangerous looking cannon.*

THE CIRCUS

Probably the most useless travelling show of all time, the Fettucini brothers are always looking for suckers to do the dangerous stunts.





THE VOODOO MASTER

His spooky booth contains all sorts of weird objects, and his manner of appearing is most unnerving!



SHOPKEEPER

Has a more miserable old git ever run a general store than in Melee. Credit? Don't even think about being light-fingered. He's got eyes like a hawk.



OTIS

Melee's resident jailbird has the worst breath problem in Piratedom: which is really saying something!



THE GOVERNOR

Governor Manley is a striking beauty, and you fall for her at first sight. However, she's the sort of girl that leaves you speechless which can be a problem.



PRESENTATION 85

▲There's a pass-code system which is utterly essential. Completely polished production.
▼The Mega-CD access is often slow.

GRAPHICS 91

▲They are variable, but at their best they're fantastic. Great imagination and use of different perspectives. Excellent animation. The game looks a treat.

SOUND 81

▲The musical soundtrack is creole and totally atmospheric.
▼There are long gaps of silence, and the characters don't speak, as in Dune CD.

PLAYABILITY 91

▲From the first minute, you're totally absorbed in the mystery, amused and entertained by the fabulous plot and complex puzzles. Progress is very satisfying.

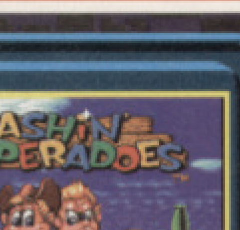
LASTABILITY 86

There is a lot of ground to cover. Monkey Island is going to take a while to crack.
▼Once it's solved, there's no point in going back.

OVERALL 90

Primo adventure — and only on CD! Monkey Island is great entertainment, and one of the best Mega-CD games available.









DASHIN' DESPERADOES

1-2 PLAYERS	
PRICE	TBA
BY	DATA EAST
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

15,000

ORIGIN

A completely novel twist on a platform theme, using a Bonanza Bros split-screen effect.

HOW TO CONTROL

The D-pad movements are simply right and left, across the platform levels.

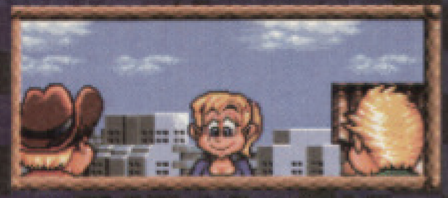
- **A** No Function
- **B** Jump
- **C** Use Bomb
- **S** Pause

HOW TO PLAY

Reach the objective on each level before your opponent.

Even cowgirls get the blues, and Jenny's had her fair share of late. She's one little Texas Rose, who wins the hearts of rustlers all over the State. But when she came into the town of Will and Rick, jealousy took over, and the two pardners fell out over her. While they spent all their time trying to outdo each other in their affections, Jenny felt she needed a break, and decided on a round-the-world-trip.

But the lovestruck young guns weren't beaten that easily — they've taken tickets too, and moments of high drama follow in each of the six stopovers on the global tour. It's quite lucky they turned up, in fact, as Jen is constantly sending them on errands, like getting her lunch, or asking for help when she gets kidnapped by a large gorilla. But wouldn't it be more constructive if these guys were working together?



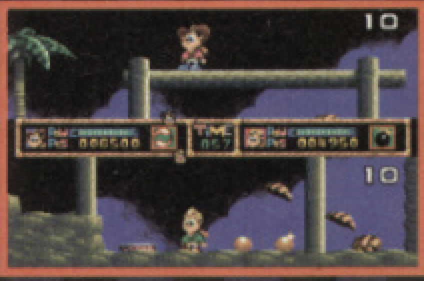
▲ *Jen makes her invitation...*



▲ *...but the guys have other things on their mind.*



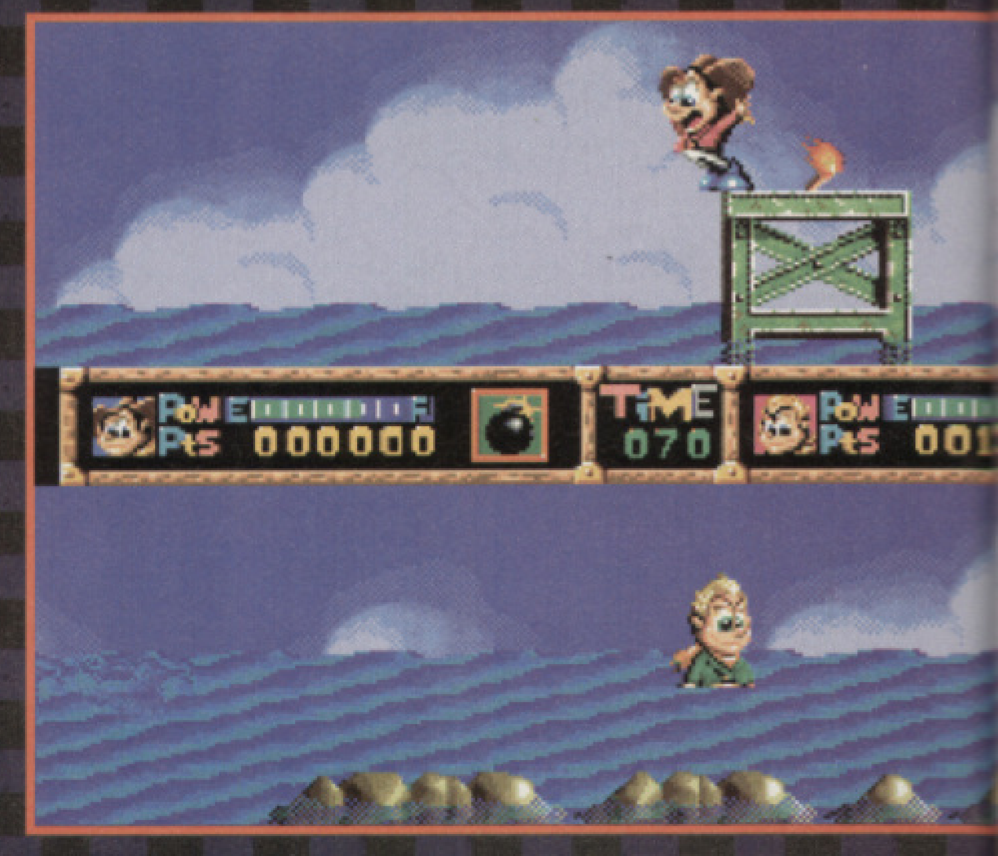
▲ *The whole wide world.*



▲ *Night time in paradise.*

DASH IT ALL

Before each round begins, Jenny makes her demand. At the start of each 'world' she asks you to reach her. In this first round she's located at the far right of the landscape. First one to reach her wins. In other rounds you may be asked to bring an object back from the furthest point in the landscape. Some of the rounds are not just dashes. You frequently have to collect a certain number of objects, either ten jewels or pearls, by jumping on the creatures that emerge from the ground. At other times you may tackle a larger native enemy.
copy





DO THE SPLITS

Like that other speedy Megadrive romp, Wiz 'n' Liz, both players have their own screen. Even in one-player mode both screens are used, the bottom belonging to the computer. Between the two screens is a bar with two faces, which move slowly to the right. This shows who's nearest the end of the level, and spurs you on to a nail-biting finish.

▲ *Hell! Wildlife.*

STIRRUP A HORNET'S NEST

The dashes are not always totally fair, due to some mysterious objects. At some points a cowboy boot appears. Picking this up gives a burst of super speed, and a brief advantage over your opponent. The potion offers an instant replenishment of your spin power. However, the most intriguing is the hornet's nest. Collect this and a troublesome gnat appears beside your opponent. Should he falter, the insect delivers it's sting, which knocks him out for valuable seconds.

MEGAGAME? - NO

▲ *Sick as a parrot, Brian.*



▲ *Bing! There's an idea.*

LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

COMMENT



GUS

Dashin' Desperadoes is a very strange fish. The closest thing it resembles is Wiz 'n' Liz, another game based on not very much apart from spurts of speed. The wafer thin plot, and even thinner gameplay aren't the sort of thing to glue you to the Megadrive for any length of time, but it's undeniably fun. Dashin' Desperadoes is indisputably a two-player experience, since the computer opponent is rather too demanding, and all the fun comes out of bombing your hapless friends. There can be some close finishes once you've memorised the courses. However, paying upwards of £40 for this slight novelty game is not a prospect I'd entertain. I'd advise you to have a look yourself first.

MISS WORLD

Here's an itinery of the locations of Desperadoes' World:



CITY

Jenny hides amongst a maze of buildings. There are major hazards caused by people poking their heads out windows and opening doors, and crows and dogs not on a leash. More trouble rears its head in the second round. There's a girder and sewer finale.



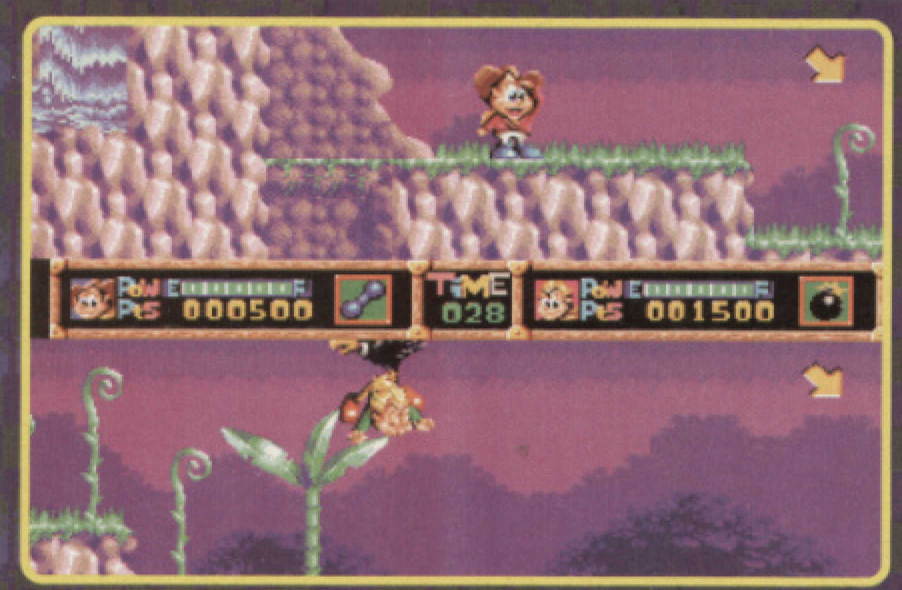
WILD WEST

This outback region is the home of some dodgy wildlife — vultures, porcupines and grab-happy vultures. Jenny is hidden in some mine cart crazy levels, where the boys are slowed down by knee-deep silt streams, but there's gold in them there hills!



BEACH

On the Boardwalk, there are boats waiting to whisk you across shark-infested waters. Each of the levels involve island hopping, and even a bit of pearl diving is called for.



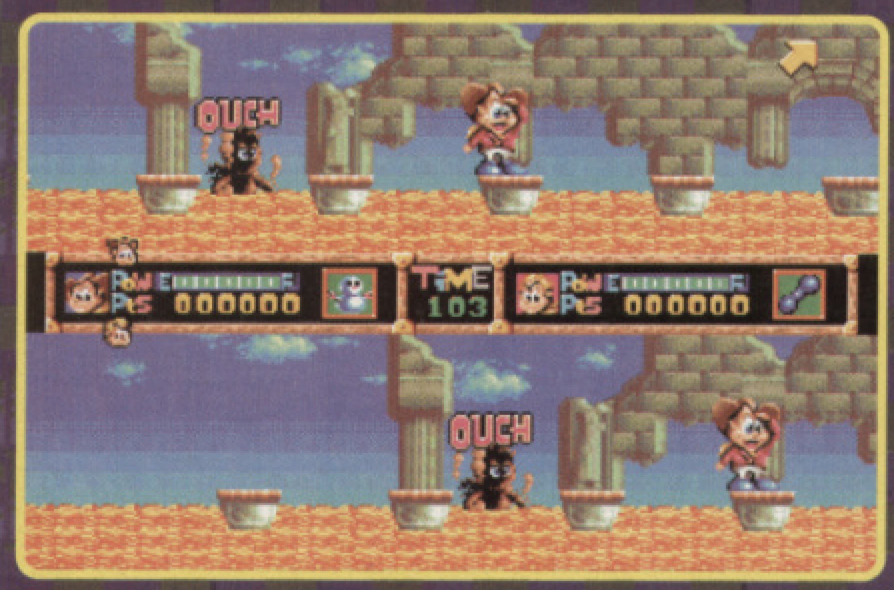
JUNGLE

Monkey business abounds amongst the vines and logs. Long sections of river and waterfalls harbour sea snakes and piranha fish, but the simian inhabitants are the biggest problem: prone to stealing Jenny away.



SOUTH POLE

In the icy wastes, it's easy to become a frozen block by falling into the wrong waters. There's unfriendly penguins and sea gulls too, and some cleverly hidden trampolines.



TEMPLE

These ruins are the most treacherous zone. Lava pools cover a large area, causing you to stop constantly. There's also a series of puzzles, with buttons opening walls, and a special gem collecting round.

ONE AGAINST THE WORLD

The two-player modes act as different games. With a human opponent, players select two of the six worlds to play on. They act out three stages in each world, with the winner getting two out of three. Players can continue their battle, until all of the six worlds have been carved up. In one-player mode, each desperado has to battle through the worlds progressively, winning each zone in turn.

COMMENT



STEVE

Blimey, is the female lead in Dashin' Desperadoes fickle or what?! First she wants water, then she wants jewels — some people are never happy. Still, the quest for her assorted prezzies and the battle for her affections proves fun enough, but not in the long term. Initially, enjoyment is gained as you stun your opponent as you fight through the strange new landscapes. However, as you grow more familiar with the six zones, so the appeal starts to wane. There's very little variety in the game, and bypassing some of the hazards is very hit 'n' miss whereas opportunities for real skill would have given the game a much-needed lift. Fun, but not forty quids' worth...

THANKS DUE ❤

Mean Machines obtained its copy of Dashin' Desperadoes from Video Games Centre in Bournemouth. Direct enquiries to Martin on 0202 527314.



PRESENTATION 78

▲Two different player modes, nice cartoon sequences, and the password system.
▼No options to make the game easier or harder.

GRAPHICS 85

▲The player sprites look good, and the double-scrolling window works well.
▼Some of the sprites are a little titchy. Everything is very flat and two-dimensional.

SOUND 80

▲Each zone has boppy tunes for each of the stages. Some of these are quite neat.
▼The speech from Jenny sounds as if she's gargling — with mud.

PLAYABILITY 81

▲The action is initially fast and furious. Along with simple controls it's great fun.
▼Single mode gets frustrating very quickly and the simple gameplay soon bores.

LASTABILITY 71

▲For two players, there's a good few weeks of play trying to best each other.
▼There's not enough to Dashin' Desperadoes to offer long term value.

OVERALL 75

A funny little game, with some original touches, which works best in two-player mode. Looks presentable but not due for any awards.

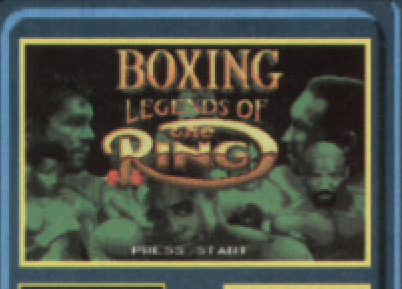
YOU CAN'T PLAY YOUR SEGA WITHOUT IT!



EVERY MONTH ONLY £2.25



BOXING LEGENDS



1-2 PLAYERS



PRICE	TBA
BY	ELECTRO BRAIN
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 6
RESPONSIVENESS: POOR
GAME DIFFICULTY: HARD

1ST DAY SCORE

KO 1ST OPPONENT

ORIGIN

Electrobrain took the license from The Ring magazine, and based a game round the greatest middleweights.

HOW TO CONTROL

Use the d-pad to move the fighter across the ring, with up and down reserved for punch height.

- **A** LEFT PUNCHES
- **B** BLOCK
- **C** RIGHT PUNCHES
- **S** PAUSE

HOW TO PLAY

Use the seven punches to wear down your opponent over twelve rounds of non-stop boxing action.

The course of the career of a modern boxer is more demanding than ever. In the simple glory days, contenders just stepped into a ring marked with old string and sawdust. Now there's physiotherapy, a barrage of coaching, drugs and the perils of four star hotel accommodation. And that's just before the fight.

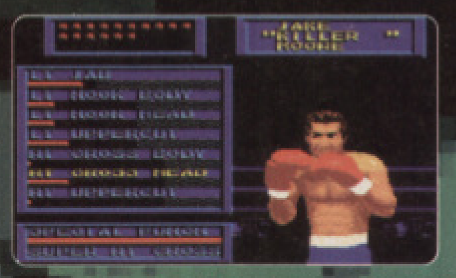
After scoring a famous victory, most boxers quake at the prospect of chat shows, Dame Pantomime and being interviewed by Chris Evans on the Big Breakfast. For some it's too much and they start wearing brown riding boots and tweed jackets. However the true legends of the ring are always ready to come back for another rumble and a spot of brain damage.



▲ What's that? I can't hear you! I have a glove in my ear!

BARRAGE OF BLOWS

There are seven different punches to select from in Legends of the Ring, offering more variety than the likes of Evander Holyfield's Boxing. However, the punches are of a simple nature: jabs, body blows and uppercuts. There are three punch positions on the left hand side, upper middle and low, the same on the right. Special punches are performed by pressing both A and C together. Players may also dodge blows, or grab the other boxer in a clinch, which the ref soon separates.



▲ We have the technology to rebuild him...



▲ Sing Hallelujah, for he must be praised, oh Lord!

COMMENT



GUS

Apart from the good intention seen in the perspective, there's little else to recommend this awful boxing game. These eight great boxers seem to be blighted with a limbless loss of control in the way their uncoordinated fists fly about. The 3-D approach might have worked well if the players were better animated, but they move jerkily, and movement is restricted to panning right and left across the ring. Also, seven punches might seem a lot, but it's just the same two moves at different body heights, and the way you can swing punch after punch looks wholly unrealistic. The crowning in-glory is the complete lack of playability. It's just impossible to get the players to do what you want. Plunge for Greatest Heavyweights or Muhammad Ali above this.

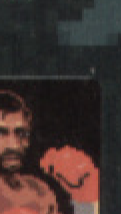
TRAIN OF THOUGHT

In exhibition or career mode, you select a new boxer and build his fighting profile. First select a Military, Street or Olympic fighter. These three profiles have different strengths in punch power and stamina. Once you've adopted a persona, you have an energy bar to distribute in these three areas. Then there's further power points to be allotted to each of your punches, with a special devastating punch in reserve.

TABLE FOR EIGHT

Eight boxing greats await you in the Legend mode. When your career has taken off you get a password to take you here.

SUGAR RAY LEONARD



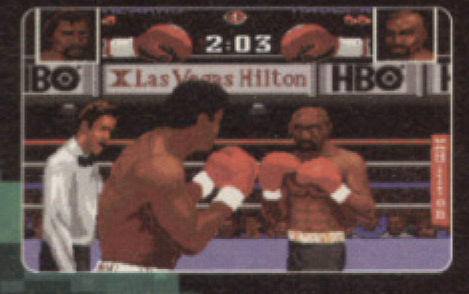
THOMAS HEARNS



JAMES TONEY



OF THE RING





THE FAR SIDE

The ring is viewed from a 3-D perspective, from behind one of the boxers. It's up to you whether you want to fight from the foreground or the back. In two player mode you opt to switch positions, giving each person the chance to play the near side on alternate rounds. Remember, the controls are reversed!

PULLING PUNCHES

During a fight, the strength of the fighters is shown as a boxing glove. This gradually empties as the fighters tire, but if the guy rests, it begins to recover. However, the more punches you take, the longer the recovery takes. Physical damage is shown as gradual dilapidation on the face of your boxer. Too much damage and you're looking for a KO. You have a count of ten to recover.





▲ *Here's a man who uses Oxy-10 on his back.*

COMMENT



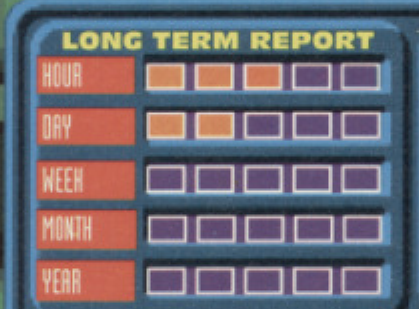
PAUL

This looks pretty spectacular when you first see it, what with all those big sprites whacking each other around, but in the midst of my first game I found that, though it looked like I was smashing Rocky Graziano's teeth out, and though it *sounded* like I was knocking his teeth out, he was actually losing no energy at all and I was the one losing energy for throwing all those punches! Whether or not you inflict any damage on your foe seems completely arbitrary so winning a bout is more down to luck than judgement. The packaging claims that this is the greatest boxing game ever, but the truth is that if you want classic boxers to beat up you'd be better off with Sega's Greatest Heavyweights which has a whole lot more real boxing feel and atmosphere than this lightweight title.

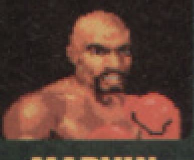


THANKS TO ❤

We'd like to extend our gratitude to Martin, at the Video Games Centre in Bournemouth, who is a prize fighter when it comes to supplying games. Call him on 0202 527314

















MARVIN HAGLER | JAKE LaMOTTA | SUGAR RAY ROBINSON | ROCKY GRAZIANO | ROBERTO DURAN

PRESENTATION 85

▲ Three different play modes, with a special password section to get you to the Ring Legends. Full key configuration options.

GRAPHICS 63

▲ Interesting 3-D ring perspective adopted.
▼ Graphics are poorly animated, boxers look weird, and have hardly any variety at all.

SOUND 59

▲ Some good boxing samples, including bone-crunching samples and ref speech.
▼ Poor music and not enough sonic variety within the game.

PLAYABILITY 45

▼ An incredibly difficult game to come to grips with. A frustrating control method and unrewarding gameplay make it a turn off from the first session.

LASTABILITY 31

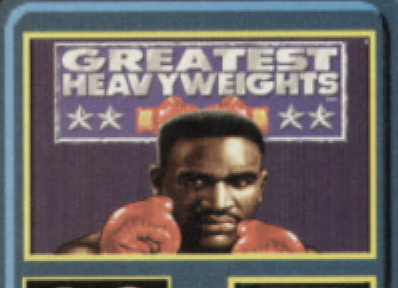
▲ The challenge posed by the eight legendary fighters is nigh on impossible.
▼ Legends is too dull to attract even two players long after they've bought it.

OVERALL 40

A major disappointment considering the promise it showed. Boxing Legends of the Ring is at the bottom of potential pugilist purchases.



GREATEST HEAVYWEIGHTS



1-2 PLAYERS



PRICE	£49.99
BY	SEGA
RELEASE	JAN '94

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: N/A
RESPONSIVENESS:GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

UNDEFEATED 6 BOUTS

ORIGIN

Souped-up version of Evander Holyfield Real Deal Boxing, with added heavyweight World Champions.

HOW TO CONTROL

Compatible with six-button joypad, with top buttons giving uppercuts and bottom ones the other shots. Middle buttons block. For three-button joypads...

A Left-hand jab, hook, body punch. A+B = uppercut.

B Block.

C Right-hand jab, hook, body punch. B+C = uppercut.

S Pause, quit, replay.

HOW TO PLAY

Punch your opponent senseless until you knock him out or win on points.



Once upon a time, there were only two boxing games for the Megadrive. Sad, lonely and unloved by everybody except a few close friends who wore anoraks that were too short for them, James 'Buster' Douglas Boxing and Evander Holyfield's 'Real Deal' Boxing were a right pair of no-hopers. All they had to offer were two-dimensional sprites that responded more like robots in slow-motion than fighters, and gameplay as basic as that favourite old playground game, 'Punch the Spotty Wimp in the Face and Watch Him Cry'. Then the Good Fairy Park Place changed all that, by programming Muhammad Ali Heavyweight Boxing. They had already made lots of Megadrive buddies by producing the John Madden and EA Hockey games. "Why don't we add an extra dimension to the boring old boxing game formula by putting in a 3D perspective, an incredible revolving ring, excellent animation and a real 'right there in the ring' feel. Fight fans will love it!" They cried. And there was much rejoicing in Boxingland. The Wizard of Sega saw all this and decided he could work his magic to make an even better boxing game. He waved his magic programming stick over a sad old contenders, Evander Holyfield's Real Deal Boxing, and transformed it into a big, fat 16-Meg cart. "That'll put a horse-shoe in the gloves of the people of Boxingland!" He cackled, sitting back smugly in his magic throne.



▲ *Look, I'm feeling kinda blue today so don't give me no grief!*



PUNCHING POWER

There are four basic types of punch and one blocking move. Some are more powerful than others and will help to put him on the canvas before he knows what hit him.

BLOCK

Hold down B and your fighter will put up his guard, giving him some protection from your opponent's blows.

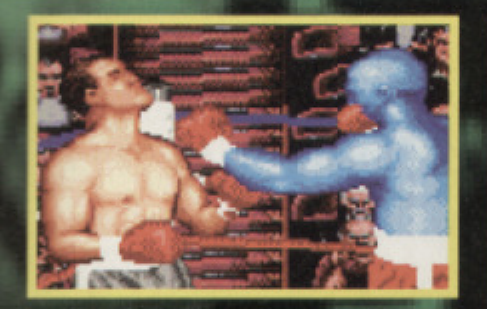


BODY SHOT

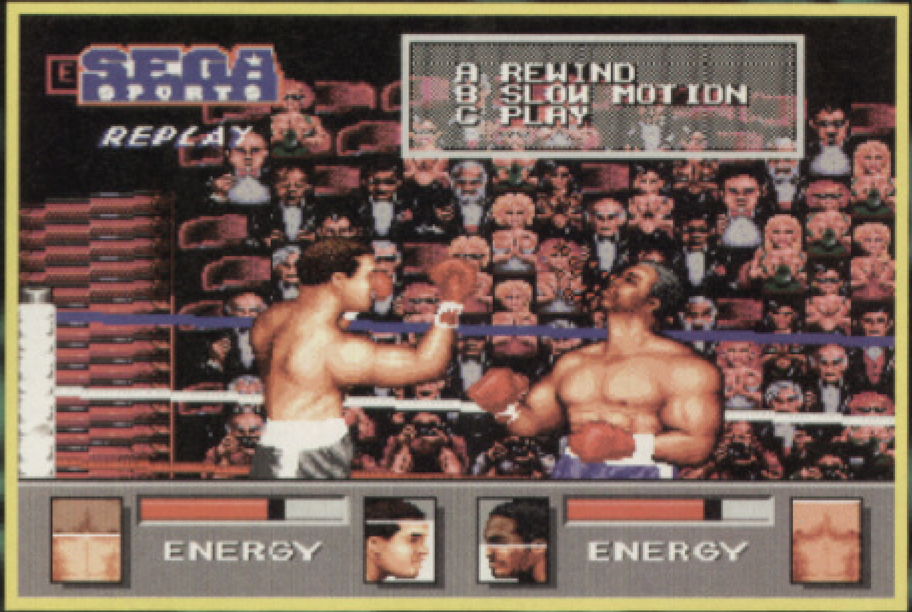
Best used in close combat when the boxers are toe-to-toe, this one will wind your foe, doubling him over, leaving him open to the killer punch...





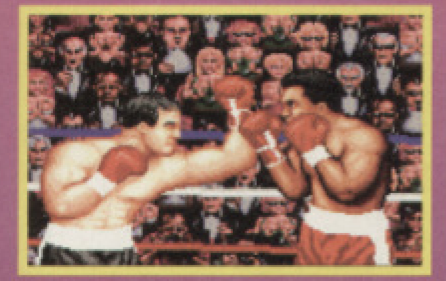


▲ *Ya think that flippin' hurt? Huh, chinny-reckon!*



UPPER-CUT

This is the most powerful punch of all, especially effective after your opponent has taken a body-blow and is doubled over. Using A+B for a left-hander or B+C for a right-hander, the uppercut is the real knockout shot.



CROSS

Another long-range shot which, although slower than the jab, causes much more damage. This one should really knock his head back, making him vulnerable to a further sustained attack.



JAB

A long-arm punch to the head, this is used to gauge the punching distance between the two fighters. The least powerful of the punches, but it'll knock your opponent's head back, allowing you to move in with a stronger attack.







COMMENT



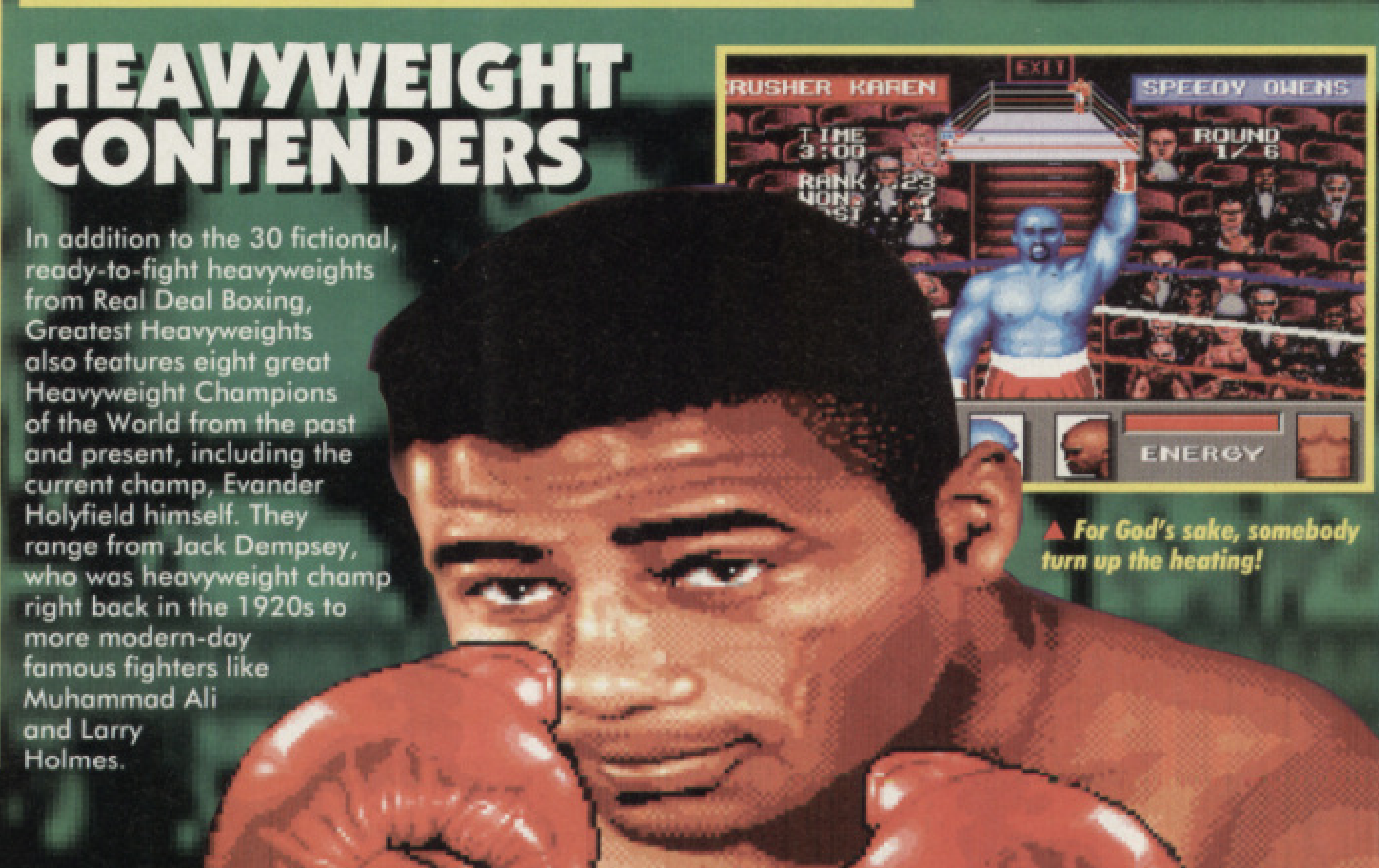
MARK

This looks like an attempt by Sega to emulate the success of EA's famous series of sports updates: the John Madden and EA Hockey series. Unfortunately, they haven't chosen a very good basic game engine to update with Evander Holyfield's Real Deal Boxing. The extra Megs they've pumped into the cart have been used to speed the gameplay up to more acceptable levels, beef up the sound and add some really neat samples, as well as adding seven great heavyweight champions to the roster of boxers on offer. But this still doesn't come close to the real 'right there in the ring' feel of the greatest — Muhammad Ali Heavyweight Boxing. The graphics are crisp and the sprites are big, but the animation is still relatively basic, as are the range of fighting moves . It certainly has a lot more options and fighters on offer than, but my money's still on Ali.

◄ *Oh, I'm sick of this and anyway, it's time for my nap!*

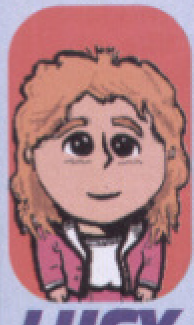
HEAVYWEIGHT CONTENDERS

In addition to the 30 fictional, ready-to-fight heavyweights from Real Deal Boxing, Greatest Heavyweights also features eight great Heavyweight Champions of the World from the past and present, including the current champ, Evander Holyfield himself. They range from Jack Dempsey, who was heavyweight champ right back in the 1920s to more modern-day famous fighters like Muhammad Ali and Larry Holmes.



▲ *For God's sake, somebody turn up the heating!*

COMMENT



LUCY

Greatest Heavyweights is almost a winner — but unfortunately, not quite. I love the fighter customisation mode when you can create the most bizarre fighters — with purple skin and blue hair if you like — and having the best of the best in the sport for the last century is also a neat move (no guesses as to why Mike Tyson wasn't included!). The sound is good, the sprites are big and really clear and the mass of options ensure you won't get bored in a hurry as you decide whether to restart a new career or retire an old crumbly. But the game is let down by the most fundamental element — the gameplay. There are a limited number of moves and the animation is quite poor which gives the game a distinctly wooden feel which leaves you feeling very let down. Not a bad game by any means but Muhammad Ali Heavyweight Boxing is better.

LONG TERM REPORT	BREAKDOWN
HOUR	STRATEGY
DAY	CHALLENGE
WEEK	ACTION
MONTH	REFLEXES
YEAR	ORIGINALITY

CAREER MOVES

Greatest Heavyweights has kept the 'create your own boxer' feature from the original Real Deal Boxing. Design you fighter from the selection of heads, bodies, hairstyles, skin colours and trunks then adjust his power, speed and stamina bars at the bottom of the screen — more power means less speed and stamina and vice versa. After each fight, train your fighter up for his next battle — win a bout, and you can choose three of the eight types of training, but lose a fight and you can only pick two. Different types of training build up different fighting characteristics. You can save up to two customised fighters on the cart's memory, and you can resume their careers whenever you want.





▶ Just some of the options on offer!

UH, THAT HURT!

Real Deal's damage-meter system pops up in Greatest Heavyweights too, with meters for the head and the body. These are drained as the fighters take more and more punishment — the more drained they get, the further each punch will knock back the main energy bar. Punch stats are shown at the end of each round, with a percentage of blows landed against punches thrown. In the event of the fight going the distance, the scores of the three judges are tallied up to give a winner on a points decision.



PRESENTATION 88

▲ Excellent intro screens. Loads of fighters to choose from, and a make-your-own-fighter option. Smart inter-round screens with well-presented punch stats.

GRAPHICS 79

▲ Graphics of the heavyweight champs on offer are rendered quite faithfully
▼ The animation's stiff, and the game suffers from the two-dimensional boxing game syndrome.

SOUND 80

▲ Hard-hitting sound effects. Neat sampled speech, with each of the famous heavyweights having their own trademark phrase.

PLAYABILITY 78

▲ Simple control method makes the game easy to play.
▼ Could have done with a Simulation Mode in Muhammad Ali to offer a wider variety of moves to the seasoned fighter

LASTABILITY 74

▲ With 40 fighters on offer, and a career and tournament option, there's plenty to do.
▼ The limited gameplay gets boring quite quickly.

OVERALL 76

A 16-Meg soup-up of Evander Holyfield Boxing offering faster gameplay and extra fighters. But not souped-up enough to make it a real winner.

CYBERPad.

Capable of programmed moves. Incapable of showing mercy.

Tired of getting wasted by your opposition? Imagine blowing away your video adversary (or your friends morale) with the touch of a single button!

Introducing CYBERPad. The Programmable Control Pad with Memory.

CYBERPad's CMOS Microcontroller Programming System lets you create your own deadly combinations for each game. Now you can jump, turn right, and kick with one button. You can even switch any button's function with another (including directions)! Its all your choice.

What's more, only CYBERPad has a 256-bit Memory Module that saves your programmed moves, even after your game system is turned off! For those who take no prisoners, there's also Cyber-Speed Rapid-Firing that shells out up to 27 shots per second. If things get out of control, use Slow Motion to fight your way through.



Available for both Super NES and Sega GENESIS/MEGA DRIVE

Try CYBERPad. Because it's fun to watch street fighters hide in the alley.

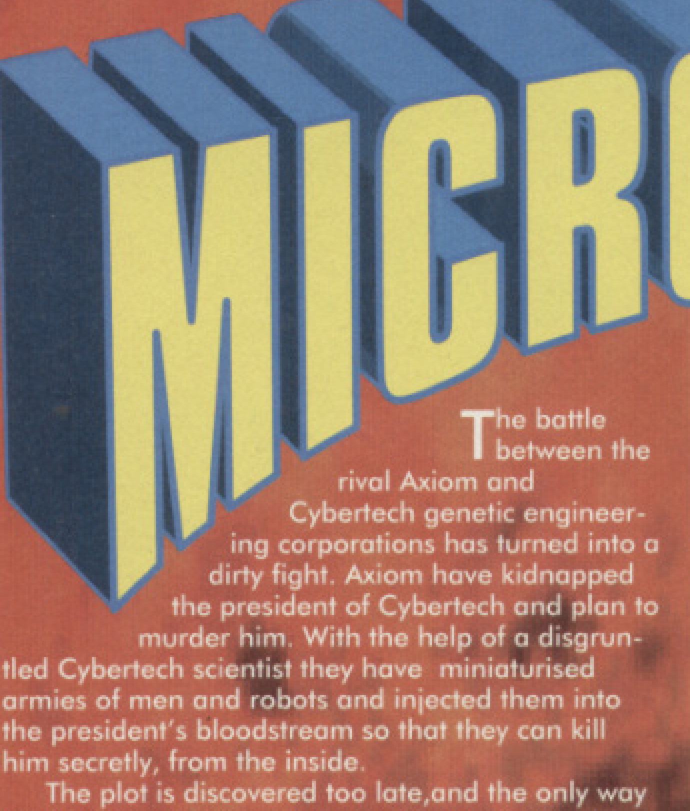
CYBERPad. EVERYTHING ELSE IS JUST A TOY.



6 Mercian Close Industrial Estate, Watermoor End, Cirencester GL7 1LT U.K. 0285 642211

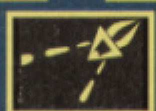


MICROCOSM









PRICE	TBA
BY	PSYGNOSIS
RELEASE	JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: FINE
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

MIDDLE OF BRAIN

ORIGIN

Psygnosis have developed Microcosm for several CD-based systems such as FM Towns, CD-i and CD32.

HOW TO CONTROL

Just steer through the arteries and channels of the body using the D-pad and keep shooting!

- A FIRE
- B SELECT WEAPON
- C ACTIVATE SHIELD/ DETONATE SMART BOMB
- S PAUSE/SKIP

HOW TO PLAY

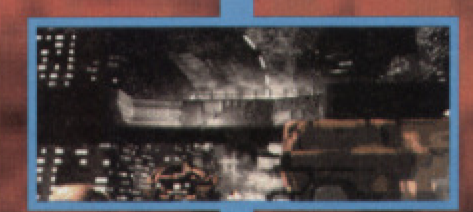
Guide your miniaturised hero through various parts of the president's body destroying Axiom agents and their microscopic bases.

The battle between the rival Axiom and Cybertech genetic engineering corporations has turned into a dirty fight. Axiom have kidnapped the president of Cybertech and plan to murder him. With the help of a disgruntled Cybertech scientist they have miniaturised armies of men and robots and injected them into the president's bloodstream so that they can kill him secretly, from the inside.

The plot is discovered too late,and the only way for Cybertech to save their president is to shrink one of their own men, and inject him into the body to search out and destroy the Axiom forces .



FLIPPIN' FMV ACTION!



▲ *The camera pans across the cityscape.*



▲ *A lone guard scans the sky anxiously.*

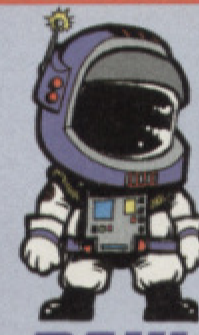


▲ *The arrival of the helicopter is relayed to the control room.*

Switch on and leave the game running and you get to watch a five minute full-motion video intro sequence in which troops in helicopters close in on the Cybertech building and find the renegade Axiom scientist just to late to stop him injecting the president.

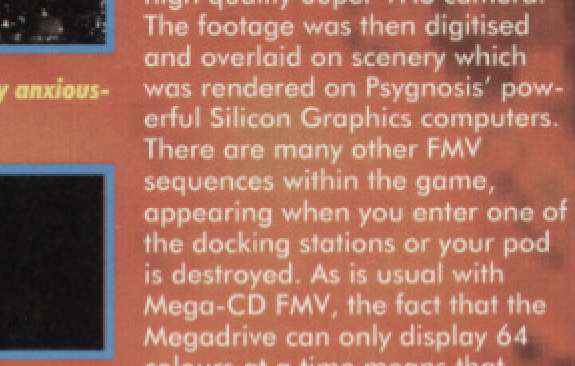
The atmosphere is very *Blade Runner* with muted colour schemes and steaming drains. The characters in the intro are all actors who were filmed with a high quality Super VHS camera. The footage was then digitised and overlaid on scenery which was rendered on Psygnosis' powerful Silicon Graphics computers. There are many other FMV sequences within the game, appearing when you enter one of the docking stations or your pod is destroyed. As is usual with Mega-CD FMV, the fact that the Megadrive can only display 64 colours at a time means that everything has a cross-hatched,

COMMENT



PAUL

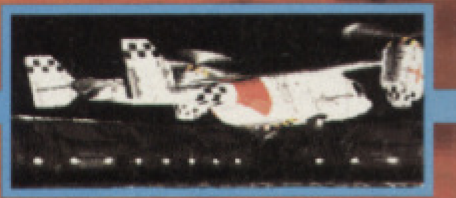
My first impressions were that Microcosm was just another Mega-CD shoot 'em up. However, it turns out to be quite an enjoyable game. The shoot 'em up action isn't special but it's pretty decent and there is a bit of variety from level to level. The graphics have a grainy look, but you get the impression that you're flying through a body. The big flaw with Microcosm, though, is that it's waaaaay too short. Though it isn't exactly easy, I found myself watching the end sequence after a grand total of two evenings. For this money I'd expect a much more endurable game.



▲ *battle station!*



▲ *The president's body arrives on a medi-heli*



▲ *The gigantic craft swings across the scene.*





INTERNAL EXAMINATION

LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

The journey through Mr Krosby is split into five sections taking in the Cephalic vein, the lungs, the femur, the heart valve and finally, the brain. Bit of a long way around, yeah. In different parts of the game you find yourself in a different inner-space-craft, to wit, these ones.

THE POD



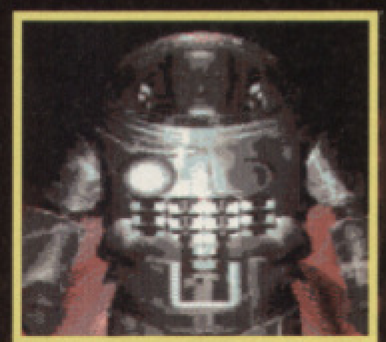
The pod's entrance is greeted by immediate attacks from Axiom ships, as well as the body's own defences. You have to blast your way through these to find their base which is anchored somewhere nearby, inside the president's body. The base is guarded by a large robotic boss, and after you've destroyed that and docked you find all the bad guys have switched to plan B, high-tailing it in a last-ditch attempt to kill Krosby.

THE HUNTER



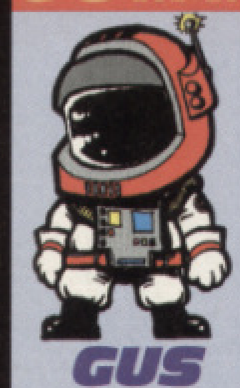
They've taken a ship which is rigged to explode in some vital part of the prez's anatomy and kill him instantly. The only way to stop them is to remote-pilot a Hunter ship after it and and destroy them before they can complete their plan. You have to keep blasting away at the enemy ship which is zipping along ahead, dodging and weaving and launching missiles. If you can get the damage gauge on the left of the screen to zero you've beaten them and the president is safe for another few minutes.

THE EVA SUIT



For his final journey from the heart valve to the brain, our hero decides to leave the safety of his comfy pod and negotiate the narrower passageways clad only in his armoured EVA suit. Luckily it's pretty heavily armed as well as being heavily armoured, which bodes well because it has to endure a three-stage journey through Mr Krosby's neural pathways to confront the Grey M robot at the end of the game.

COMMENT



Just a glance at the screen-shots show the Mega-CD can't recreate the effect of the FM Towns/ Amiga CD graphics. I felt it flying through pink ice-cream for the most part. Shoot 'em up fans will probably glean some enjoyment, but with five levels it may prove to be short-lived.



▲ *The only hope — another mini-man to get the assassins.*



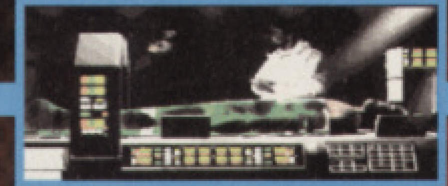
▲ *Too late, as the lethal injection has been given.*



▲ *Surprise! The Xybertech rescue team arrives.*



▲ *Use of different shots creates a film atmosphere.*



▲ *The body is alid out in the miniaturising room.*



▲ *A couple of Axiom sidekicksc get out their weapons.*

PRESENTATION 79

▲ Excellent full-motion video sequences are strewn throughout the game.
▼ No options apart from a level password entry and

GRAPHICS 90

▲ The rendered enemy craft and the body interiors are nicely done.
▼ Your own ship doesn't look like part of the background.

SOUND 85

▲ Great music and speech.
▼ The sound FX are quite poor, apart from the Doctor Who like samples.

PLAYABILITY 79

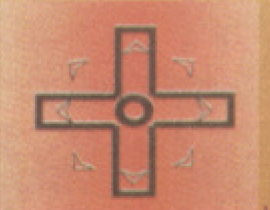
▲ Very simple, but surprisingly addictive.
▼ There's not any real interaction with the backgrounds.

LASTABILITY 56

▲ Challenging, and you really want to see what the next bit looks like.
▼ It's all over much too quickly.

OVERALL 60

Microcosm would have been quite good had it not been such short-lived entertainment.



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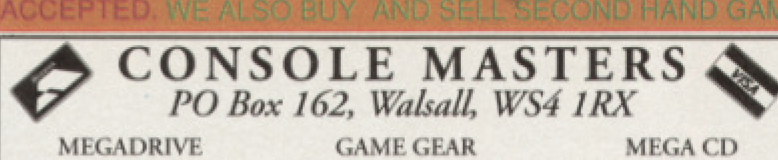
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DEEP DUCK



PRICE	£29.99
BY	SEGA
RELEASE	JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

23,000

ORIGIN

This is the second solo adventure for Donald Duck on Master System.

HOW TO CONTROL

The d-pad controls Donald in standard platform fashion.

A Kick

B Jump

HOW TO PLAY

Reach the end of each section of platform level. Eventually one of the magical objects you require to continue becomes available.

Donald's uncle, the cantankerous Scrooge McDuck is driven by a morbid curiosity, and an insatiable greed. Both these qualities led him to the strange desert island, reputed site of the treasured golden pendant. To his delight, the money-grubbing mallard managed to retrieve the mystical artifact. However, a curse was mysteriously invoked, and Scrooge is now at the mercy of the island God's wrath.

His fearless nephew has volunteered to set things to rights, by visiting the island, and replacing the pendant on the neck of a goddess. The diverse climates and terrains of the island prevent the most formidable obstruction to this coming about. Donald seems to be in deep doo-doo.









BEST FOOT FORWARD

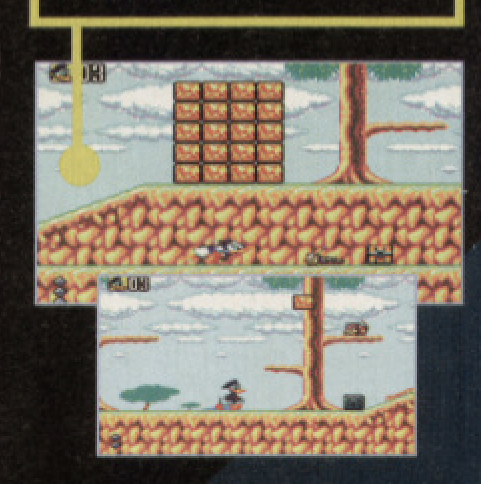
Donald's strong webbed feet prove useful for propelling many of the landscape blocks and chests about. Kicking a stone onto an enemies' head is enough to stun it out of the game. Chests often break when kicked, revealing a small bonus item which replaces lost energy. Some sliding blocks become rafts or act as keys further along.

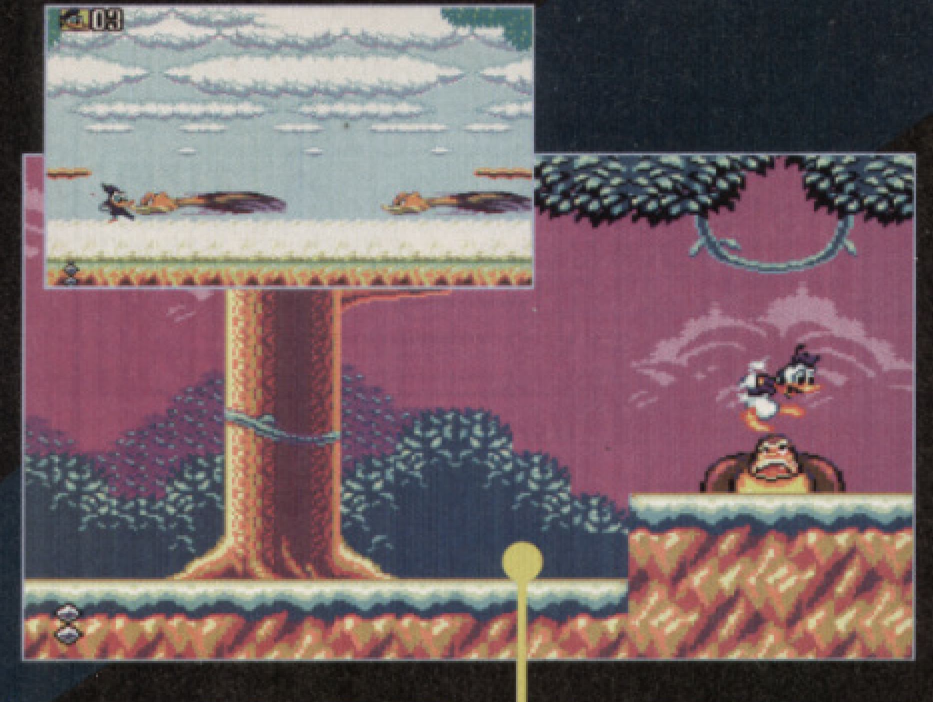




CHILLI OUT

A taste for pimentos is something Don must have picked up from his Tex' Mex' friends. However, when the bird eats those hot peppers, he goes into a fevered frenzy. Although he's out of control for a few seconds, he comes off best in any unwelcome encounters.







FANTASY ISLAND

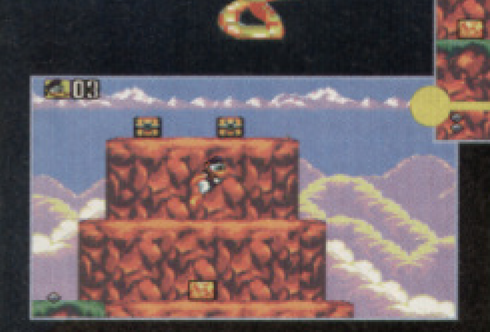
The many areas of the island seem to exhibit remarkable variety for such a small geological locus:

SAVANNA

Jeepers, plenty of creepers. Donald starts in the depth of the interior — a jungle level full of vines, snakes and the threat of monkey business.



TROUBLE STARRING DONALD DUCK

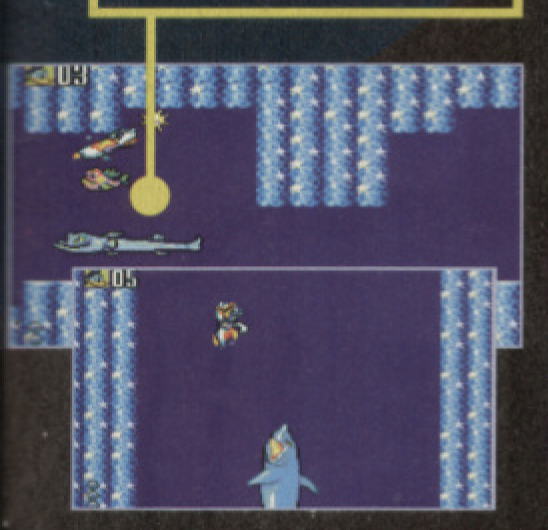


VOLCANO

Heatwave! Donald investigates the lava caverns, which force him to make some neat hot-footing actions. Vents of hot magma may be used as lifts if the cave dwellers drive him batty.

REEFS

Donald's off-shore salvage digs up this little level, with lots of free floating through the murky depths. There's a sunken treasure ship, full of chests, and a race with a hungry shark!



HILLS

Donald gets the goat in the level set on the very brink. Scaling waterfalls, and drifting with the aid of thermal drafts is the way to rise above the situation.



ICE CAVERNS

The cave walls sparkle with frozen moisture, and the floor is slippier than a skid pan. One feather in those icy pools will freeze Donald's giblets off. The secret is to slide through.

COMMENT



PAUL

The Disney games for Master System have always been of a very high standard, and on the face of it this seems just as good. The game has an excellent look, with great graphics and interesting level layouts. Some of the sections are more enjoyable than others, like the coconut-dodging segment at the end of level one. It's just a pity that the game didn't offer more resistance. Sections only begin to toughen up after a fair trek through the game, and even then, endless continues are on hand to let you pass through. Technically, an excellent effort, but still a flawed game for all that.

COMMENT



GUS

The look of Disney games on all the Sega formats seems to be improving constantly. There are distinct graphical improvements in Duck Trouble over Lucky Dime. The range and quality of backdrops is impressive, as is Donald himself. Similarly, the bosses, in idea and execution are well done, especially the shark! Although, Deep Duck Trouble is really one of a ton of platform games for the Master System, the minor varieties in the section give it some edge. This all said, it suffers from being too easy, and too much like Donald Duck I. Despite it all, I seemed to enjoy myself playing it.

PRESENTATION 72

▲Long cartoon attract sequence, and the island map interlude.
▼Nothing in the way of options. Infinite continues.

GRAPHICS 90

▲Pastel, multi-shaded graphics, with a wide range of variety. Great Donald sprite.
▼Some enemies are a bit forlorn.

SOUND 83

▲Constant bouncy tunes follow the action all the way along, and the sound FX are of good quality.

PLAYABILITY 90

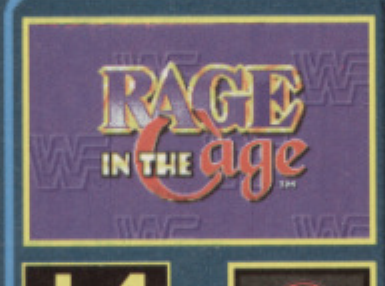
▲The mixture of layouts provides more interest than the average MS platformer, and the response is very nice.
▼It's all a bit easy.

LASTABILITY 74

▼With infinite continues, it seems that rolling through the game will be a simple matter.

OVERALL 82

A classy platform outing spoiled by giving it all away on a plate. However, a real treat for youngsters.









PRICE TBA

BY ACCLAIM

RELEASE TBA

OPTIONS

CONTROL: JOY PAD (3 or 6 button)
CONTINUES: NONE
SKILL LEVELS: 9
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

WON FIVE TOURNAMENT ROUNDS

ORIGIN

This is Acclaim's first WWF game for Mega-CD. It plays much like the two previous Megadrive releases.

HOW TO CONTROL

The D-pad moves the players in four directions around the ring.

- **A** RUN, PUSH INTO ROPES, BUST OUT
- **B** PUNCH, BODYSLAM, HIPTOSS, GRAPPLE
- **C** KICK, HEADBUTT, DROPKICK, GRAPPLE
- **S** PAUSE

HOW TO PLAY

Depending on game option, either score one fall, or reduce opponent's energy.

WWF RAGE IN THE Cage

"I'M GONNA MAKE YOU SORRY YOU EVER TURNED OUT TONIGHT!".

"YOU ARE GONNA FEEL PAIN, BOY! MORE PAIN THAN YOU HAVE EVER FELT!".

"NO ONE HAS EVER CHALLENGED ME, AND I DOUBT THAT'S GOING TO CHANGE WITH YOU!".

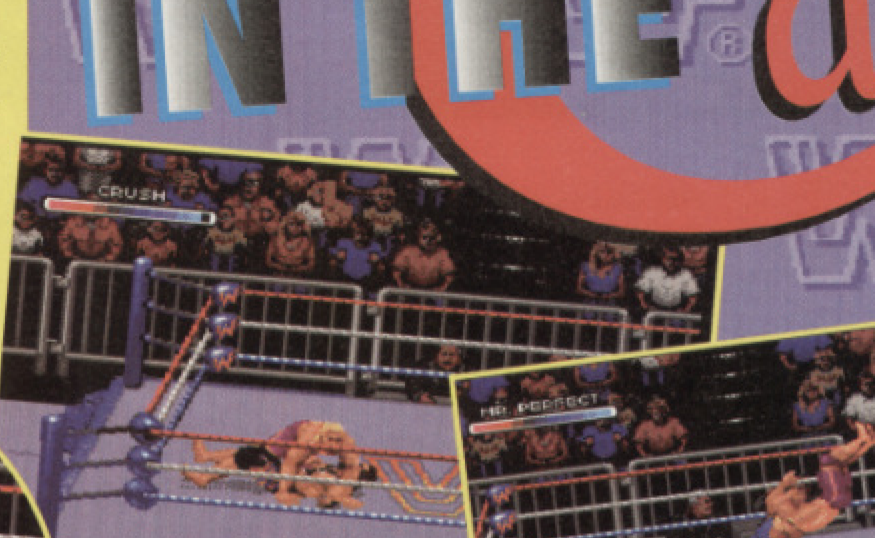
Haven't you noticed what witty people wrestlers are? Oscar Wilde-type nuggets of wit and genius just seems to trip off their tongues when they don spandex and step into the ring. Of course, the main objective is not to inflict verbal insults, but some serious physical damage.

Acclaim's new WWF game for CD caters for both fops and brutes. There's a Sunshine coach full of the naffest WWF characters, in full technicolour catsuit glory, and they indulge in as much pre-match banter as in-ring badness.



YES, THERE ARE RULES!

Wrestling may look like panto, but there is a system of rules governing play. The main way of winning is to score a fall. When this happens, your opponent is stretched on the floor, you lie across him, pinning him for a count of three to be declared winner. However, in a no-holds-barred match, the way to win is to simply reduce your foe's energy bar to nothing. There are also some unorthodox ways of losing. If you stay outside the ring past a count of ten, you are disqualified, which also applies if you are caught committing illegal moves. But sometimes leaving the ring is tactical, since the ref has no jurisdiction outside the ropes.



▲ *Get off me you lump!*

◀ *Sod this, I'm off!*

I can't take it any more PLEASE take off that awful costume!

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■□
WEEK	■■■□□
MONTH	■■■□□
YEAR	■■□□□

BREAKDOWN	
STRATEGY	■■■□□
CHALLENGE	■■■■□
ACTION	■■■■□
REFLEXES	■■■■■
ORIGINALITY	■■□□□

This is going to hurt you a hell of a lot more than it hurts me.

BLARNEY RUMBLE

This CD version has an extra feature to add to the WWF format. Before the fight begins, the ref introduces each fighter, and they cannot resist adding a few sampled boasts, threats or grunts of their own.

TATANKA™
FROM: Pembroke, North Carolina
HEIGHT: 5' 11"
WEIGHT: 250 pounds
SPECIAL MOVE: Reverse fallaway slam
Press A to see special move
PLAYER 1
Select your Wrestler

Obviously the vicar at this chap's christening had a stutter!

RICK MARTEL

A SCORE OF GOOD MEN

There are 20 characters in WWF Rage in the Cage, which reflects the make-up of the WWF. The Federation is a sort of loose 'club' of invited artistes, who compete for various amounts of time. In this way, you'll see some new faces here, who have just joined, and some familiar faces, like Dibiase and The Undertaker. Each has their own info screen, with impressive digi-pic and even an individual soundtrack!



BIG BOSS MAN



RAZOR RAMON



NASTY BOY KNOBBS



KAMALA

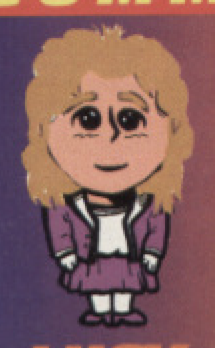
COMMENT



GUS

Acclaim has tried to use the CD format to enhance their Royal Rumble game, and all credit to them for that. The changes are mostly cosmetic and presentational, like the Full Motion Video excerpts of special moves, some of which are hysterical. The quantity and range of players is vast, and a good selection of different WWF types, including loonies and 'straight' wrestlers should please all tastes. The game itself looks and plays much like Royal Rumble — no bad thing — with fast action and some nice moves. Ultimately it's a bit limited for one-player, especially as the special moves are extremely difficult to perform. I was also puzzled as to why it's harder to play with a 6-button pad. Also, I thought a tag team event using the Sega tap would have been nice. Otherwise, grapple fans should have no complaints.

COMMENT



LUCY

I was quite a fan of the Megadrive Royal Rumble and this game is very similar only with knobs on and very attractive knobs they are too such as the extra players and the full motion video flashes of beefcakes performing their contorted special moves. It's fast and pretty smooth and although some of the special moves are difficult to master at first, perseverance bears results which is very satisfying. My only quibble is they've got rid of the Tag Team option but apart from that, good fun, a good bash and a must for Mega-CD owning wrestling fans.



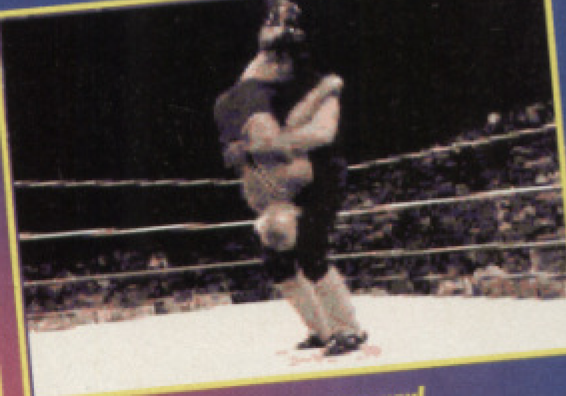
GRAPPLE WITH THIS

The crucial part of the game is the grapple. All other punches and kicks are just incidental ways of weakening an opponent. When fighters grapple a gauge appears at the top of the screen. Much furious button pressing is needed to dominate the grapple and develop it into a devastating move like a bodyslam or backbreaker. On the mat, there's a host of moves to weaken him further.

COMPROMISING POSITIONS

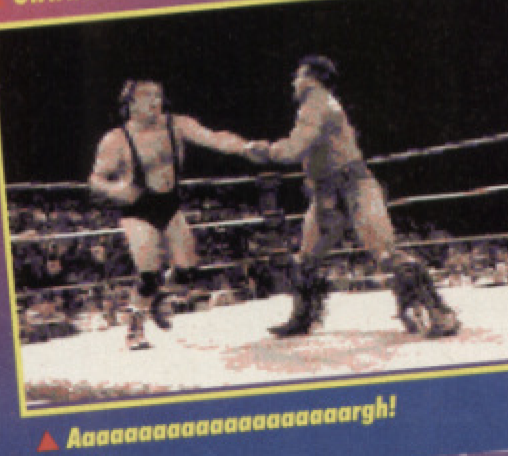
Each character has devised their own competition special move, which delivers a bigger effect than any other. These moves may be previewed by pressing the A button when on the player's info screen. A video window opens to show an actual recorded highlight of the wrestler in action. Each player's special move works at a specific time — some are from the ropes, some or ground based and others develop from the grapple.

▲ Ooooooooooooooooooooo H

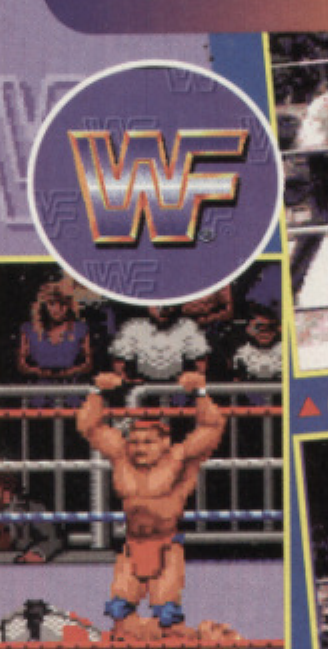


▲ Owwwwwwwwwwwwwwwwwwww!

▲ Eeeeeeeeeeeeeeeeeeeeeeek!



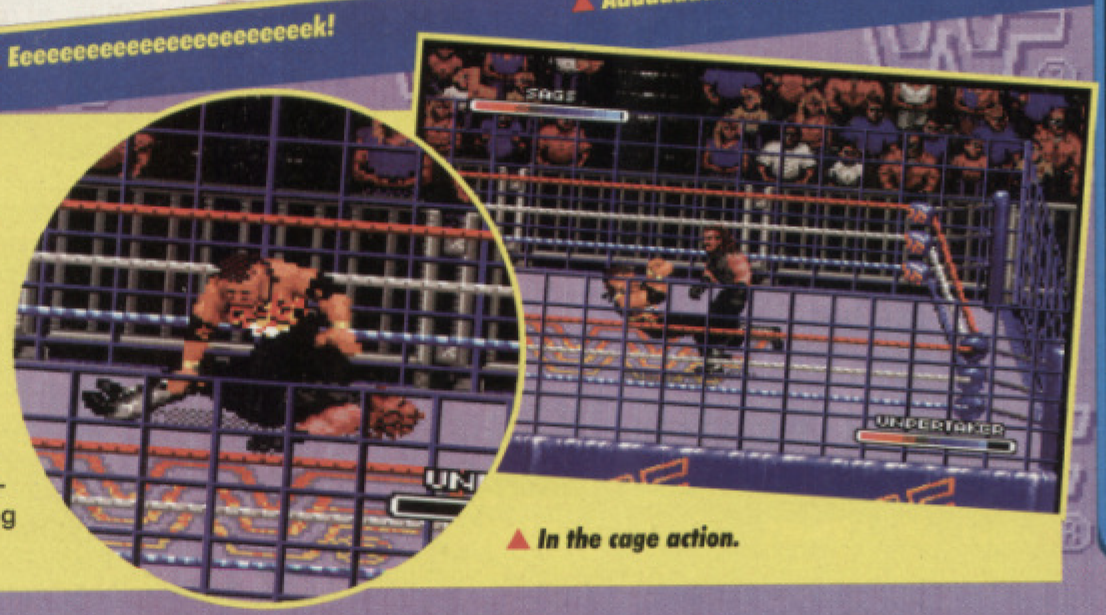
▲ Aaaaaaaaaaaaaaaaaaaargh!



▲ Suck on that you wussy!

THE CAGE

The raging cage is a special option, where the aim is to be first to escape from a massive steel barrier encircling the ring. The only problem is scaling the structure without someone grabbing your ankles.



▲ In the cage action.

PRESENTATION 90

▲ Full details for fans of each of the twenty wrestlers including FMV, and multiple play options.

▼ Strangely, and sadly, no tag team option.

GRAPHICS 89

▲ Nice big wrestlers, and decently animated. The wrestlers digitised pics are good.

▼ The FMV is pretty grainy, and there's not much graphic variety in-game.

SOUND 80

▲ A soundtrack for each and every fighter. Good music throughout. The added bonus of speech and excellent sound FX.

▼ The crowd noise is pathetic white noise.

PLAYABILITY 86

▲ The simple controls are very responsive and the game has a fast and playable feel.

▼ Getting to grips with the special moves is puzzlingly difficult.

LASTABILITY 84

▲ Two players will always find time to have a great laugh on Rage in the Cage.

▼ For one player it might not prove either challenging or interesting in the long term.

OVERALL 87

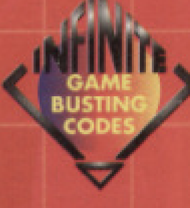
Certainly Acclaim's best wrestling game yet, if only by a whisker. The one for Mega-CD owners to go for.

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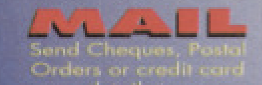
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1-2 PLAYERS	PRICE £29.99
	BY SEGA
	RELEASE JANUARY



This new Master System racer taps into the rising popularity of off road racing. Traditional racing cars have the endurance value of a pedal police car. Mansell, Hill and Prost must be sick to death of stopping to pick bits of wing and exhaust up off the track. The cars in Buggy Run are made of sterner stuff. They may be fully customised using race winnings, and there's even a battleground to test them out on: less racing and more ramming. Put foot to pedal and indulge in some manoeuvres that definitely won't help you pass your test.

▲ Eubank...if you want to.

COMMENT



GUS

In some ways Buggy Run is a joke, though quite an amusing one. The graphics range from pretty titchy on the single player mode to unbelievably meagre on the duo mode. Surely some sort of catch-up mechanism is better than cramming the whole course onto one screen? However, the head to head and battle mode are fun for a fashion, and I got some serious enjoyment on the banked curves and harder levels of the main game. The main snag with Buggy Run is that it looks a few years old, and Master System racers should maybe wait for Micro Machines to appear.



▲ Out of the way you mad truckers!



▲ The fleas took on the house mites in a battle of the titchies.

MAKE A MEAL OF IT

Each level is played over a series of different courses, each contributing towards a level trophy (beginner, standard and expert). The courses range from sandy, sea-side escapades, with flat but winding layouts, to snow-capped mountainous affairs, with slippy surfaces and treacherous turnings.

DICK DASTARDLY

There's a couple of cheat items you might want to invest in. Mines are a quick way of knocking out an opponent. Leave these on the tracks to explode any passing buggy. Secondly, Nitros makes you go like a two-bob rocket for a short time.



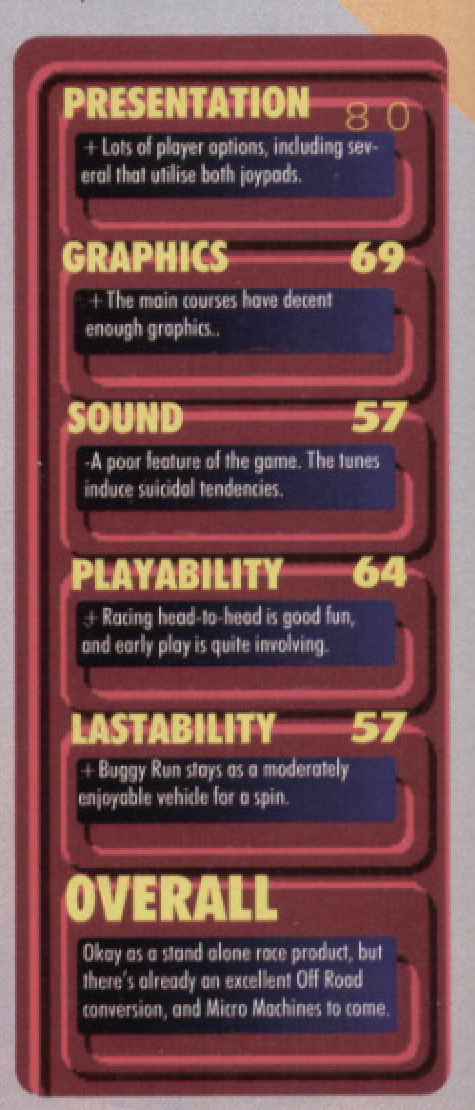
▲ Battle it says, and battle it is.

BATTLE CARS

Battle Mode is a little built-in extra to amuse yourself between races. Set on a simple arena shape, smaller versions of the buggies are placed in the four corners. When the game begins, the object is simply to push the other cars off the arena into the surrounding lava. Simple, brutal and a modicum of fun, though it doesn't get any harder.

CAP'N BIRD'S EYE

There is a two-player option to Buggy Run, which radically alters the perspective. The whole course is viewed on a single, non-scrolling screen, with both player cars in view, though looking much smaller. The sort of tactics required to race this option are different to the full-blooded, full screen single mode, but the set-up screens are the same.



PRESENTATION 80
+ Lots of player options, including several that utilise both joypads.

GRAPHICS 69
+ The main courses have decent enough graphics..

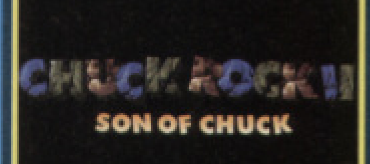
SOUND 57
-A poor feature of the game. The tunes induce suicidal tendencies.

PLAYABILITY 64
+ Racing head-to-head is good fun, and early play is quite involving.

LASTABILITY 57
+ Buggy Run stays as a moderately enjoyable vehicle for a spin.

OVERALL
Okay as a stand alone race product, but there's already an excellent Off Road conversion, and Micro Machines to come.


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PRICE	£44.99
BY	CORE DESIGN
RELEASE	JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 1+
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MODERATE

1ST DAY SCORE

120,000

ORIGIN

Chuck Rock was very popular on the Megadrive. A CD version of the original game is also available.

HOW TO CONTROL

The D-button drives Junior along the ground and the other keys let him jump, whack bad guys or obstacles with his club, and escape by climbing on top of his club or by riding on friendly animals.

- **A** Jump
- **B** TAttack with club
- **C** Balance on top of club, ride animals
- **S** Pauses the game

HOW TO PLAY

Junior jumps around platforms, avoiding or clubbing monsters and obstacles. He can take hits as long as he has milk in his bottle.

After rescuing his beloved Ophelia from the hairy palms of Gary Gritter, that Stone Age Adonis, Chuck Rock, settled down to married life. Chuck discovered his new-found rock-clubbing skills could be used for inventing, and after creating the first stone automobile (the 'Rockette') he cornered the market for the granite urban runaround and made his fortune. Meanwhile, the car business of his less skilled rival, Brick Jagger, was falling apart, and Jagger decided that the best way for him to remain competitive was to kidnap the competition. And so, as our story opens, Chuck is chained up somewhere, only to be released if his wife hands over the car plant to Jagger.

But we're forgetting Chuck Junior, the Rock family's most recent addition. Being a chip off the old block, Junior sets off, armed with his club, on a platform-based rescue mission. The journey is laden with dinosaur-type danger, but nothing can stop this kid as long as he's got a clean nappy and there's milk in his bottle!



COMMENT



This is great stuff! Usually I'm not too keen on Core's platform games — sure, Chuck Rock, Wolfchild and Wonderdog were all playable enough, but they didn't really have anything special about them. Chuck II is a bit different. There's lots of variety in the gameplay, the graphics are really spiffy and the CD music is a cool mix of ambient Ozric Tentacles sounds and jazzy game show numbers. Apart from the music, the comical sampled sound effects and of course that ace cartoon intro, Chuck II doesn't seem to make much use of the Mega-CD hardware (all the sprite rotation is actually done through software and is in the cartridge version of the game), but that doesn't really matter because the game itself is really good fun. The simple puzzles and the wacky jokes are entertaining and novel, and the action is simple enough for younger players to get to grips with easily and the later levels are sufficiently challenging for case-hardened platform fans. If you got a Mega-CD for Christmas, this is definitely one of the games you should have on your shopping list.







BONUSAURUS

After whacking the bosses, Junior gets a shot at earning a few bonus points and an extra credit by partaking in one of the three bonus games which are played against the clock.

In the first, Junior finds himself under an apple tree with a friendly dog-thing. The dog-thing wants to chow down on those apples but can't reach them so Junior needs to club them to the ground. This means getting on Fido's back so that he can reach, but Fido keeps moving around so... well it's not so easy, and you certainly shouldn't try it at home.

The second game is a rowing boat race in which Junior is pitted against a jet-powered turtle and Fido who is sailing a tub. You have to beat the other competitors by whacking the club button as fast as poss to paddle to the other end of the lake. If you've got an adjustable autofire the race is in the bag.

Thirdly, there's the sculpting competition. Whack a giant boulder in the right places and, lo and behold, you've got a statue of Chuckie-boy's dear old dad striking a heroic pose. Trouble is, you've got to get it finished in about 15 seconds! Michelangelo never had this trouble!

▼ *'It em where it 'urts to procure their co-operation!*

ANIMAL FRIENDS

Not all the animals are out to get in Chuck Junior's way. Some can be a great help if you just give them an encouraging tap on the back of the skull. As well as the lizards with necks that extend to span nasty gaps, and the monkeys which will do anything for a banana, there are even animals which give you a ride. Rescue the long-jumping ostrich in the Butterfly Grove, for example, and you get fast and easy transport over massive chasms. Similarly, saving the baby triceratops from the hungry Neanderthals gets you safe passage past pits of deadly spikes

▲ *Hey Dino baby, fancy coming clubbin' with me?*

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY



CARTOON TIME

Chuck Rock II hits you with one of its best features as soon as the disc starts spinning. It's four minutes and five seconds worth of scene-setting, full-screen cartoon which was actually produced by a professional TV animator. That is, he animates cartoons for television. He doesn't actually animate televisions. Core say that it took months of effort to get their original storyboards turned into animation, and incorporate the sound effects, the music and the voice-over (done by that bloke who does a lot of TV ads — one for lager, American accent, no, not Jeff Goldblum, ooh what's his name?) but the result is something which even Messrs Hannah and Barbera would approve of. Mind you, they ruined Scooby Doo so what would they know?



COMMENT



LUCY

A big thumbs up to Core Design because even though Chuck Rock 2: Son of Chuck Rock is yet another platform game it is actually a little bit different from the million and one other offerings currently doing the Sega rounds. Even though the actual game is very similar to the Megadrive version it's still sparklingly original with lots of bits and pieces to keep you interested like the zany bonus sections which pop up when you least expect them. There are extra levels for this version too — but only if you play it on hard setting. The intro cartoon is a riot, the graphics are fab throughout and the sound is spectacular — creating the atmosphere of the game perfectly. I would have preferred it if the game had been a little more different to the Megadrive version but even so it's a good laugh and well worth a look.

PRESENTATION 92

▲ The cartoon intro is great stuff, and the presentation in the game is more than satisfactory.

GRAPHICS 91

▲ Smart sprites and backgrounds and some neat use of sprite rotation effects

SOUND 89

▲ Wacky spot effects and the CD soundtracks vary from good to excellent.

PLAYABILITY 88

▲ Very easy to get into. Lots of variety and entertaining gameplay.

LASTABILITY 86

▲ Lots of levels, but it may not take experienced players too long to crack it.

OVERALL 89

A definite improvement over the original Chuck Rock and an excellent platform game in its own right.



1-4 PLAYERS

PRICE	£49.99
BY	US GOLD
RELEASE	DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: TRICKY

1ST DAY SCORE

116m IN SKI JUMP

ORIGIN

This is the officially-licensed game of the 1994 Lillehammer Winter Olympics.

HOW TO CONTROL

The controls vary from event to event, but there's the usual smattering of button-bashing and rhythmic pad-paddling you get with sports sims.

- **A** Push off from the start line in some events.
- **B** Crouch in the skiing events
- **C** Not used very often actually.
- **S** Pause the game.

HOW TO PLAY

Master the skills required to compete in the ten events of the Winter Olympiad, and win lots of gold medals. Basically.

WI OLYM

You can bet Star Trek gets kicked out of its Wednesday evening slot this February. Why? Because BBC 2 is going to be heaving at the seams with David Vine fronting the latest record-breaking attempts at downhill skiing from the Winter Olympics. That's right, it's Winter Olympics year again, and this year the hosts are Lillehammer in Norway.

Just as they did with the Barcelona summer Olympics in 1992, US Gold snapped up the licence to the world's greatest competition of snowbound sports, and they've distilled them into a joypad-controllable form just for you. So, if you always wanted to win gold medals in skiing but your mum wouldn't let you out because you'd catch your death, this is, perhaps, the game for you. Let's read on and see, shall we?

COMMENT



Full marks to US Gold for presentation and effort, but I'm afraid, as a non-winter sports fan I found Winter Olympics a rather dull game. The trouble is, sections like the (many) skiing events require loads of practice because you have to learn the exact layout of all the different courses so that you know where to steer before the next gate appears on the screen. That wouldn't be so bad if skiing through flags was a bit more interesting, or even if the events had a bit more variety, but to me it felt as if I was doing the same thing over and over again and I couldn't help feeling bored after a while. I enjoyed the bobsled and the biathlon a little more, probably because they were different from the others, but even they're not very... well, interesting, really. If you're likely to be gripped to the bosom of David Vine in February you may well love this game to bits, but for my fifty quid I'd prefer to be gripped to the bosom of something else.

SNOW FUN

All ten events from the Winter Olympics are included for you to try your hand at, either all together in a full olympiad or individually, in training sessions. And here they are.



TWO-MAN BOBSLED

Hammer the A and B buttons to push your bob off the start line then jump aboard and you're scooting down an icy channel at over 100 km/h. You can pick up speed on the turns by steering up the banks, but go too high and gravity takes over, painfully ending the event.

LUGE

Don't try this at home kids! The cheaper version of the Bobsled event puts your Lycra-clad hero aboard a tin tray which you have to ride down the bobsled run. Hammer the buttons to push off, then steer up and down the banked curves to pick up speed. As in the bobsled, it's easy to go too high up the curves and fall off.

56.64 kph



Eskimo makes a hole in the ice gag.

LONG TERM REPORT	
HOUR	■■■□□
DAY	■■■□□
WEEK	■■□□□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■■■□
CHALLENGE	■■■■■
ACTION	■■□□□
REFLEXES	■■■■□
ORIGINALITY	■□□□□







COMMENT



It must be the fact that there's more snow in Scotland that I like Winter Olympics more than Paul did. I found the ski events quite challenging and fun, but I agree there is too many of them in the game. Unlike other sports games, it's going to take a long time to master these events. Winning winter sports is a matter of shaving seconds of times, and most of these events demand very sharp reflexes. However, I thought the depiction of the bob-sleigh and luge events was very poor, and the mogul and ski-jump events limited. Graphics and presentation are both competent, but the sound is poor. In the end, if you're interested enough in the Winter Olympics to buy this, you'll probably enjoy it quite a bit.

nter MPICS

GIANT SLALOM

This is one of the easier skiing events. The gates are quite close together, so as you slide downhill you can usually see where you're meant to be heading. This means that, unlike the other skiing tests, this one doesn't require loads of slow, fumbling practice runs so that you can learn the course.





SLALOM

The gates are even closer together in this downhill skiing event. Consummate ski-steering skill is required to make it through the tight slalom of flags without missing one, and still cross the finish line with a good time.

DOWNHILL

In this, the easiest of the skiing events, you just have to get down the hill (hence the name) as fast as possible, while skiing through gates of flags. Pressing B makes your skier crouch so he can pick up some extra speed, but go too fast and miss a gate and you're instantly disqualified. Similarly, crashing into trees or flags and falling over doesn't help.

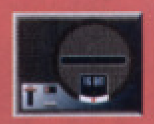


SUPER G

More downhill ski-ing. In fact, to the layman, this might look almost exactly the same as the ordinary downhill event apart from the fact that the gate layouts are different and the course is a bit shorter than the others.



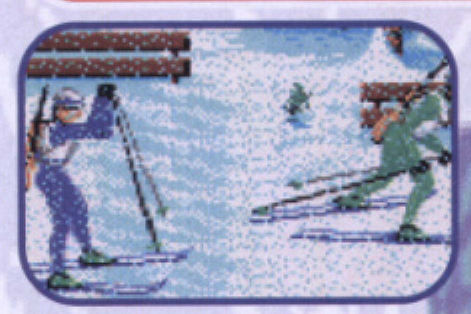




SKI JUMP

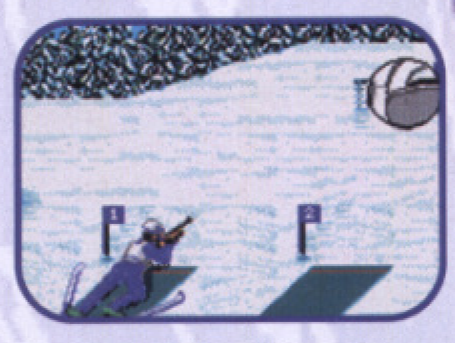
Push off from the top and push up and down on the D-pad to keep the wobbling balance gauge centred, then when you leap, push left and right to keep the wobbling Mr Ski centred. Hold A before you touch down and you'll come to a halt before the cheering crowd, to earn points for style and distance. This is probably the easiest event.





BIATHLON

Time for some against-the-clock, cross-country skiing/shooting action. Push left and right when the wavering ski-o-meter is in the green zones to pick up speed between four target ranges, then when you arrive, use the meandering scope to line up your five targets and fire. The more effort you put into skiing, the more wobbly are the biathlete's hands when he's holding the gun.





MOGULS

This is very tough. Swivel left and right around the snowy hillocks, trying to keep a left-right D-pad rhythm, and at the right moment you have to hit a button to perform a leaping stunt. Hit a button at the wrong moment and you perform a breakneck fall which ends the event, leaving your opponent (on the other side of the split screen) to win.



SHORT TRACK SPEED SKATING

This event requires button-bashing as well as steering, as you guide your bloke around an oval track, trying to beat three similarly-motivated athletes. Corner-cutters beware! Hit the pucks lining the bends too many times and you're history.

THE COMPETITION HOTS UP

As with US Gold's Summer Olympics, there are options in Winter Olympics to play a full Olympics competition with up to four players over all ten events or a mini Olympics which just features your choice of sports. The players can input their names, nationality (from a choice of 16 countries) and favoured joypad configuration.
The events are mostly played one player at a time, obviously, but there is a head-to head-option in which two players can compete directly in the Moguls and the speed-skating. After each event in a competition, the scores are totted up and a medals table is displayed to show how badly you're losing.



▲ *Flags of, er, one nation and absolutely no competitors at the joyous opening.*

PRESENTATION — 89

▲Very good indeed. Wide variety of options and excellent presentation of the events.

GRAPHICS — 87

▲The sprites and backgrounds are all very good. The animation is especially nicely done.

SOUND — 60

▲Insipid music which rarely inspires excitement for the icy challenges. Sound effects are decent but few and far-between.

PLAYABILITY — 73

▲ Winter sports fans should find it most interesting.
▼The events don't hold much variety or excitement for the rest of us. Having to practice so much is off-putting.

LASTABILITY — 75

▲ Really depends on your enthusiasm for winter sports. Non-keenies will quickly be bored, while fans should enjoy coming back for more.

OVERALL — 73

A good sports simulation, of sports which have a limited appeal.


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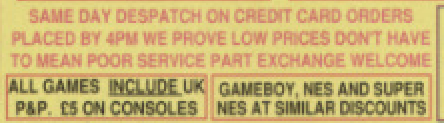
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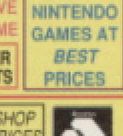
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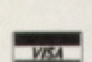
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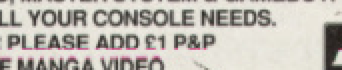


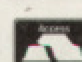
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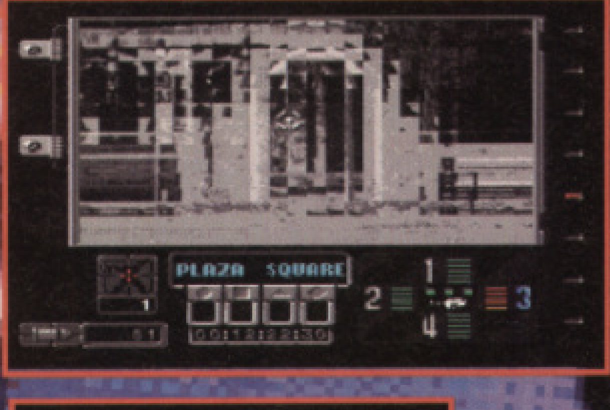
My Cosworth!

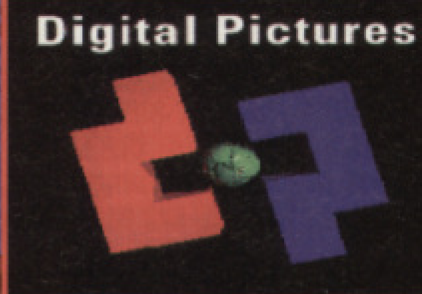
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00:04:54:05

▲ Oh, I am a cider drinker

▲ 'Weren't you in Hill St. Blues?

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00:14:52:30

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SWAP my MD with 2 controllers and 6 games for your SNES with games. Tel. (062784) 221, ask for Jamie.

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MS cart to swap, Ghostbusters for Double Hawk, Assault City, Double Dragon or Dragón Crystal. Write to: J. Young, Milford House, Main Street, Bickerton, W.Yorks LS22 5ER, please, please, help me!

WILL SWAP Game Gear with adaptor, 2 Game Gear games, Psychic World and Shinobi, also Master System convertor with World Grand Prix and Predator 2 for Megadrive with 1 game and control pad. Tel. (0279) 816950 (Bishops Stortford).

GAMES TO SWAP, Flashback on the Megadrive for Street Fighter 2, Aladdin or F1. Tel. Imran on 081-908 2038. Must collect.

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PEN PALS

12-YEAR-OLD boy looking for pen friend. Write to:JKeith Powell, 54 Sycamore Crescent, Baglan, Port Talbot, West Glamorgan SA12 8PL.

MISCELLANEOUS

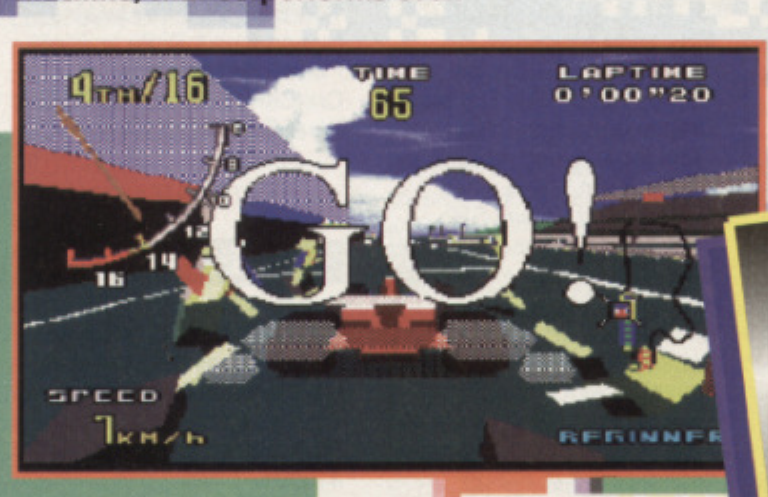
CD-TV external disk drive, keyboard, remote control, 6 CD games plus disk games, £180 ono or swap for Megadrive. Tel. (0533) 413904.

ADVERTISERS INDEX

VIRTUA VR RACING

Last year, about this time, Sega threw a big bash for the launch of Sonic 2 at Hamley's toy store. It was the toast of the evening, but maybe one game stole the show from it: Sega's new Virtua Racing arcade game. At that party there was a patient queue of revellers, eager to experience the astounding smoothness of polygon graphics. No doubt about it, a classic had been created.

And then Sega said there would be a Megadrive version. And everyone said "Yeah, yeah" but they didn't think it would be very good, because, face facts: the Virtua Racing coin-op is a 32-bit, co-processed customised mega machine, that outperforms even



the other arcade cabinets. The Megadrive? Nah! Sega will fall flat on their face.

And then Sega said the Megadrive version would have a custom chip. And everyone said, "Okay, it'll probably be like Nintendo's Super FX chip". Which would mean a bit of an improvement, but using it to do Virtua Racing would be like eating soup with a fork.

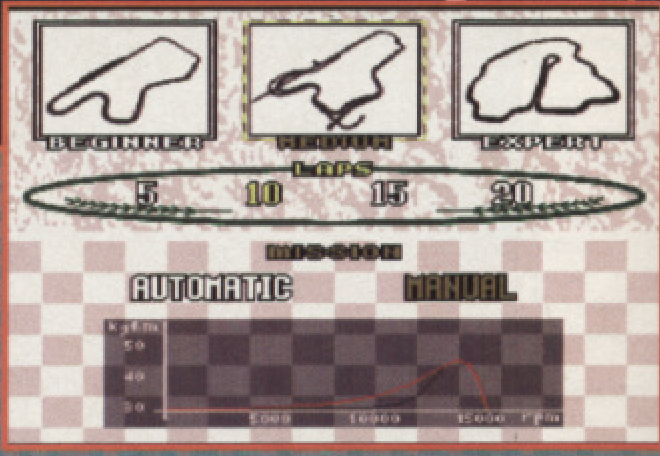
And then Sega said nothing. Instead, they showed MEAN MACHINES their preview copy of Virtua Racing. And now Mean Machines is saying nothing, except for "look at these pictures very carefully... and start saving".





HEART OF THE MACHINE

The new chip, the SVP (Sega Virtual Processor) is technically known as a DSP (Digital Signal Processor). That means it performs multiple calculations that the Megadrive would normally have to do itself. Now, the Megadrive is quite fast for a 16-bit machine, running at 12KHz, but even it struggles to find time to do its sums, draw its pictures and play its instruments at the same time. With this other chip, or co-processor, the Megadrive finds itself able to do things it's never done before. For a start it can manipulate polygons, three-dimensional shapes. Lots of polygons create a more believable viewpoint than 2D sprites. The Megadrive enters the virtual age. But the SVP is not like Nintendo's vaunted Super FX. It's a generation ahead in technology.



▲ *The free run option lets you choose the lap length.*



WINNERS & LOSERS

Virtua Racing has three courses, of clearly defined difficulty. Each of the courses has its own character, created by differing layouts and landscape features. For example, the first course has a distinctive cantilever bridge, a fairground and a large stadium in the home straight. The second course starts with a breathtaking drive through the Golden Gate bridge. The most difficult course is characterised by narrow lanes twisting through towering canyons.





▲ The car chuffs its way to top speed.

▶Utterly breathtaking wiews.



AS FAR AS THE EYE CAN SEE

One of the most remarkable features of arcade Virtua Racing was the way you could manipulate the viewpoint. There were four buttons on the cabinet which switched views. This feature has been ported in its entirety onto the Megadrive. The lowest was from the cockpit, with the driver's hands in view. The next takes the viewer further back, seeing the car from behind the rear wheels. Next, the viewer is lifted, to a position that reveals more of the road ahead. And finally, the player can watch from a soaring bird's eye position, with a panoramic view of the course features. Also, when you changed views in the original, the camera performed a zoom in or out which was very impressive. The Megadrive does THAT too.









VIRTUA VR RACING

16TH/16
TIME 9
LAPTIME 1'18"26 0'20"66
SPEED 259KM/H
EXPERT

LAPTIME 0'00"46
TIME 65
READY
SPEED 22KM/H
MEDIUM

NO WORRIES





Virtua Racing's gameplay is very close to that of the original. This is not a racing simulation, it's an arcade game. There's no need to worry about petrol or car damage. The aim is to finish first out of a field of 20. The faithfulness of the conversion extends into the area of presentation. We've already seen lots of little features of the coin-op recreated, like the mini-course map which rotates around your car, the identical Game Over sequence and the pit-stop.

THE TENSION MOUNTS







▲ *The pit men work their wonders.*

Virtua Racing might look finished here but it's not, Sega tell us. Final tweaks to the gameplay, refining the graphics engine — all part of any game release. Oh, and maybe another feature that might just blow the games-buying public away. Can you guess children? You might think that — I couldn't possibly comment...



RECORD BREAKER



Virtua Racing will have the facility to record 25 best times for each track. It also records the viewpoint used for the majority of the race. The viewpoints effectively add more difficulty levels to the existing three in the options screen, since each gives a completely new feel to the car's control.



GUS ASTOUNDS SEGA SHOCK!

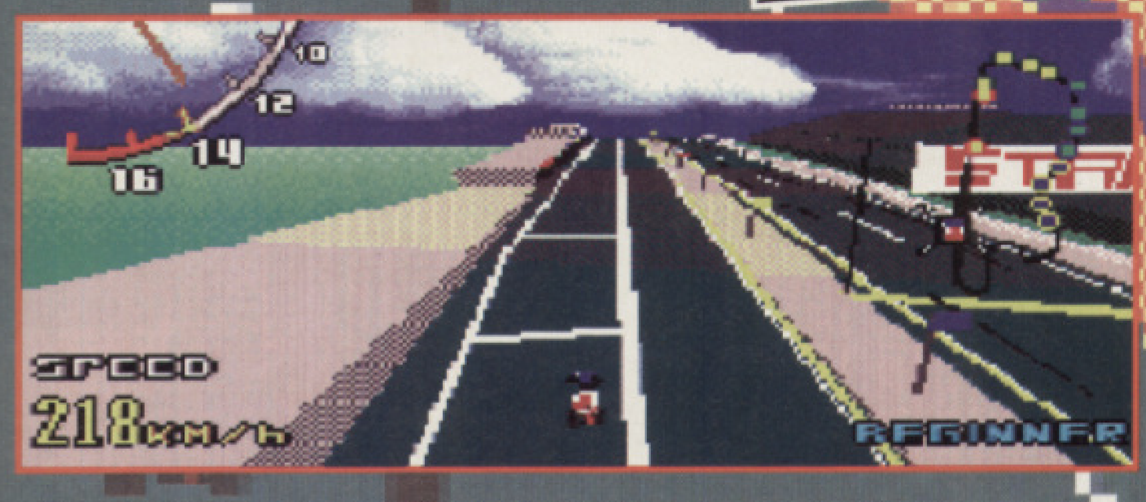
While playing Virtua Racing at Sega, Gus commented on the clever option that allows you to play the courses in mirror image (i.e right turns are left turns and vice versa). "Excuse me, what are you on about," answered Andrew Wright, Sega's Marketing supremo. Gus explained again, and Andrew looked puzzled. Various head honchos were summoned from around the building to view the hidden feature that slipped past Sega. But alas, the options had disappeared from the title screen. A triumph for investigative journalism, an exclusive for MEAN MACHINES readers, and a mystery for Sega.



Refreshments and home baking this way.









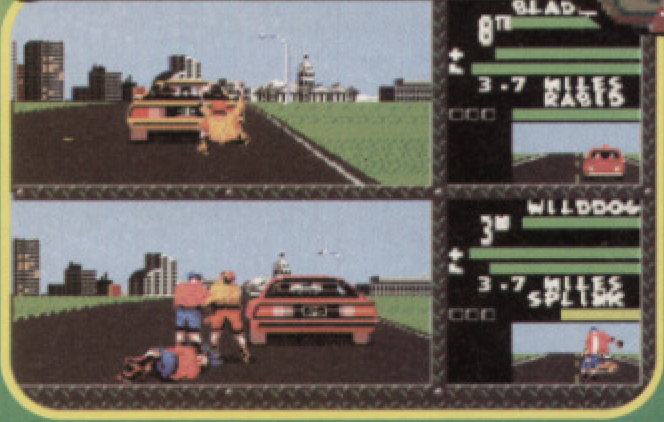
Get your skates on speed freaks and prepare to experience the race of your life with Skitchin, a brand new Megadrive bash from EA.

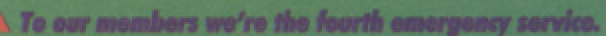
Based on the same engine as Road Rash, Skitchin combines roller-blading and hitching as you grab the nearest moving car and blaze across the US in the weirdest National Championships ever staged. Through 12 major cities, you fight (with feet, fists or handy lethal weapons lying around) and skitch your way into the top four ranks to qualify for the next stage.

There are no rules and no speed limits but you can earn yourself some dosh by getting in the top four or performing a few ramp stunts along the way, allowing you to buy better skates, more speed or various safety equipment.

As you can see from these shots, Skitchin also includes a split-screen two-player race and an added head-to-head option which puts just two players on the road in a dual for ultimate supremacy. The 16-Meg cart includes 16 soundtracks and more than ten types of obstacles to crack. Lookin' good so eyes pealed for a full review coming soon.









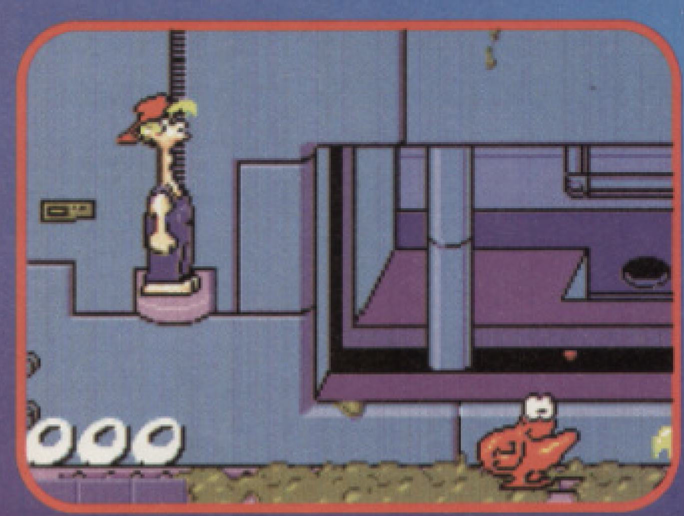
▲ To our members we're the fourth emergency service.



Whoever said man's best friend is his dog was talking through their posterior. Surely everybody knows that man's best friend is his stick? Well if you're getting into Core Design's new Megadrive game it most certainly is. So grab a firm hold onto your own sticks and listen carefully.

Starring you as a rather run-of-the-mill delivery man, Bubba 'n' Stix has out hero kidnapped by aliens and shipped off to a distant planet to be a prize exhibit in a zoo. Bubba escapes but then has the tiresome task of having to find his way back to Earth. Fortunately a kindly stick befriends him and helps him in his quest for freedom.

In this platform/ puzzle adventure, guide Bubba through the weird and wonderful areas of the planet, tackling the bizarre natives, boggling your brain with a series of outlandish puzzles and using your friendly neighbourhood stick in a series of cunning ways (such as as a weapon, a step to scale high platforms or as a spoon). Take a butchers at these screenshots for now and watch out for our full review coming soon...



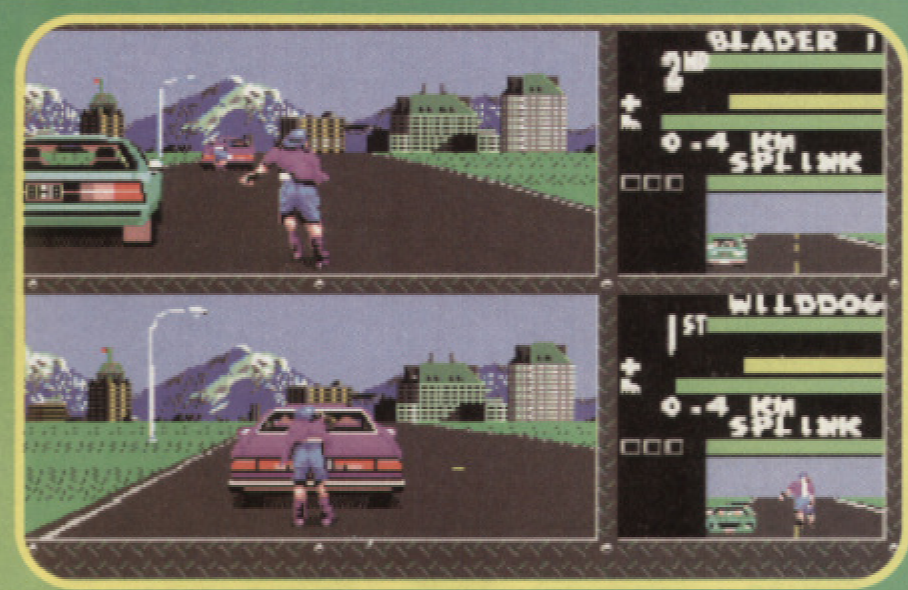
▲ Have you ever thought about cosnetic surgery...said the frog.





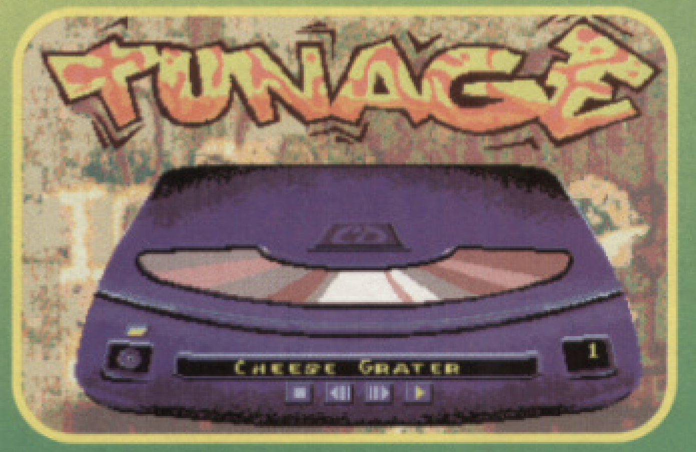


▲ There's someone following us on pair of roller skates.



▲ Move up to the bumper baby.





▲ I bet Gary Harrod will find this funny.



PLAYERS	1-2
RELEASE	March
BY	EA
PRICE	£44.99
PERCENT COMPLETE	



▲ They should have called the stick Hubba...siad Angus.



▲ Hmm, a game of subtle gameplay hints, methinks



▲ I'm lost for something to say...siad Bubbat





PLAYERS	1
RELEASE	TBA
BY	CORE DESIGN
PRICE	TBA
PERCENT COMPLETE	

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A STAR IS LAID! MEET THE OUTRAGEOUS MR JOBBY!

Yes, he's the wacky sensation that's sweeping the nation with his madcap antics and colourful costume. Mr Jobby talks to Mean Machines about fame, and how he's coping with being the star of Britain's biggest and brightest Sega magazine. And he may or may not be plopping the odd review comment in as well (not if I can help it — Lucy). Until then, whet your appetite (ugh!) with our ten tasty facts about this rising star.

1. Mr Jobby actually used to be a Shakespearean actor, but jacked it in when he realised how much joy he brought to kids.

2. It took him ages to come up with the name. "I thought up loads of titles, like Plop and Dumpo before I settled on Jobby. I think it's got a nice ring to it".

3. He's recording a Christmas single for 1994. "It's going to be huge," he says confidently. "There's going to be a dance routine and everything," adds Job, "we're hoping to rope in Pan's People"...Geddit!

4. His favourite comedians are Newman and Baddiel. "We've got the same sense of humour and everything".

5. What are Mr. Jobby's favourite hobbies? "Sunbathing and busking, but I don't make much money. People seem to cross the street when they see me".

6. What does Mr Jobby think of Mr Blobby? "Don't talk to me about him! I had this idea years ago, and then that Johnny-come-lately appears. I mean, what's he meant to be? People know what I'm about — I nail my colours to the pavement, all seven of them.

7. Mr Jobby's vocabulary consists of three words: Jib, Jab and Job. (We conducted the interview through an interpreter).

8. Mr Jobby doesn't let his kids watch TV. "Too much filth on the box these days".

9. Best Jobby joke? What do you call a jobby with one eye? Keek!

10. He's a keen fan of Mean Machines. "I never miss it. In fact I can't wait for the March issue which should have news on Jurassic Park CD, Beauty and the Beast reviewed and loads of features. I wouldn't use the other mags to....

Mean Machines would like to make the point that the views expressed here are Mr. Jobby's own, and don't reflect the editorial policy of Mean Machines. Jib! Jab! Job! Oh, and by the way, the March issue of MEAN MACHINES SEGA

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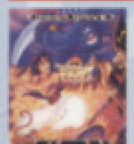
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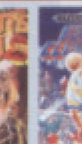
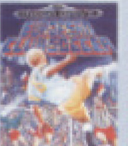
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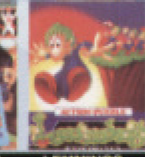
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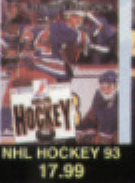
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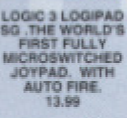
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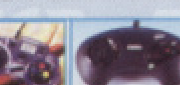
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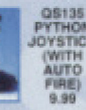


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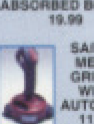
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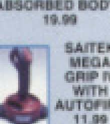
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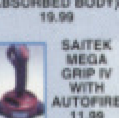
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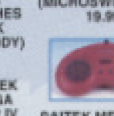
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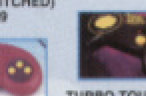
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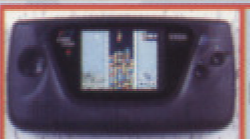
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